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BULLDOG
BLUE ENCOUNTER AND MORE!!!

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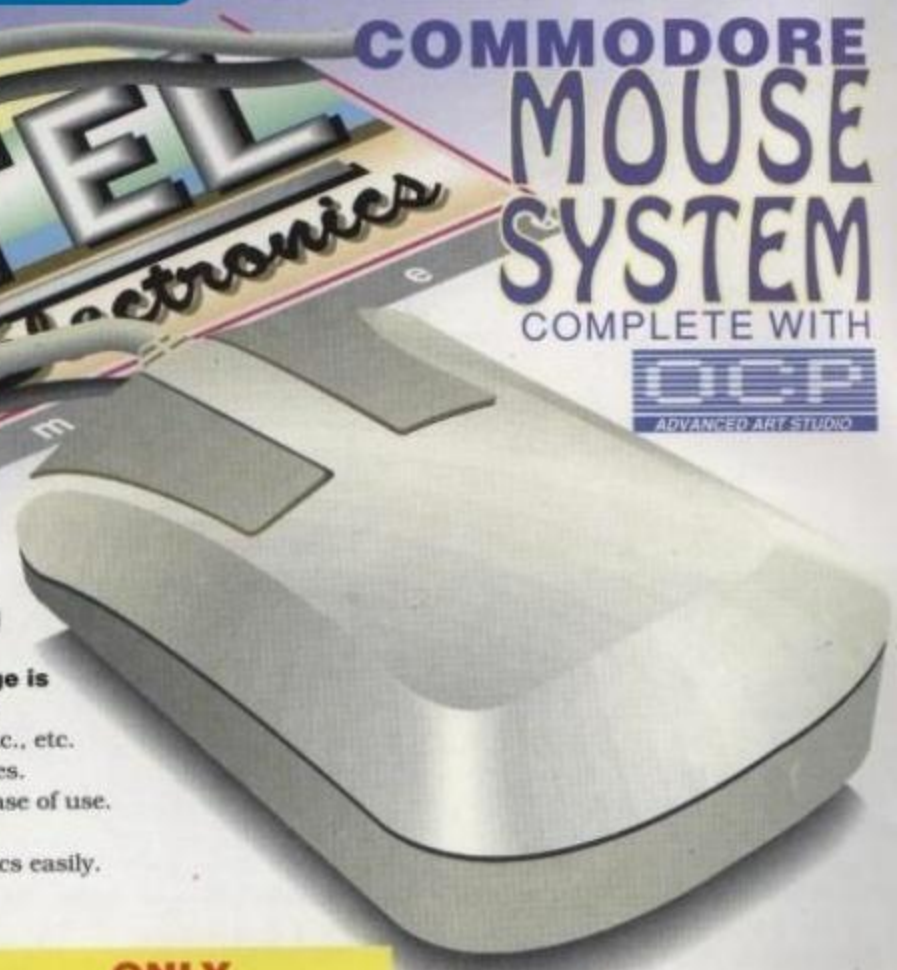

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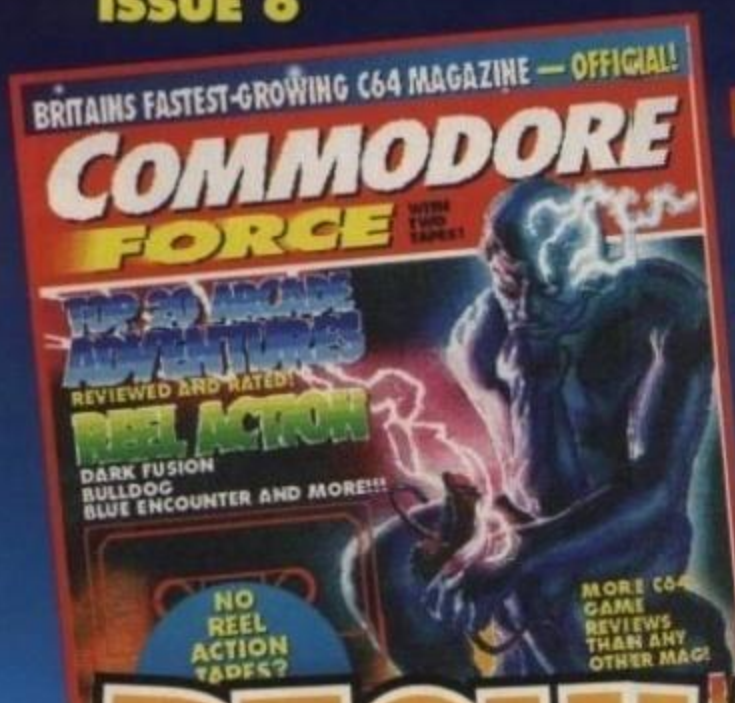
ISSUE 6 JUNE 1993



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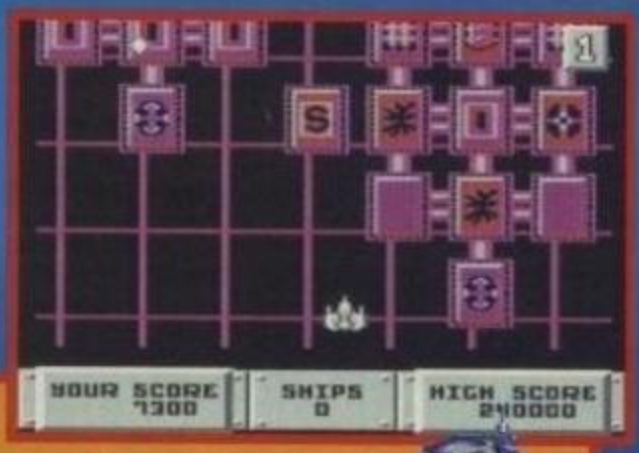
REEL ACTION

Miles is driving his great new car, James is playing his new Nirvana tape, Steve's living in his new house and Chris is *still* looking for a hot date worthy of his attentions. REEL ACTION? Well that's as hot as ever. Interested, Chris?



BULLDOG
Ace shoot-'em-up from Prism Leisure.

BLUE ENCOUNTER
Get ready to rock with this supreme reader game.

EASY LIVES
Lethal Weapon and *Bart Simpson* cracked? Surely not!

DARK FUSION
Superb blasting action on your covertape? Meet *Dark Fusion*!

COMMODORE FORCE

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WHAT'S H

HERE ARE THE ED LINES

Almost alarmingly good news abounds round seemingly every corner this month, kicking off with the introduction (well, reintroduction in one case) of new staff. Welcome back aboard, James, and congratulations on the promotion — and hello to our new Editotrial Assistant chap, too (I'll remember his name in a minute!).

A bigger team doesn't for a minute mean that the old adage of too many chiefs and not enough cooks spoiling the moss-covered spilt milk after the horse has bolted (or something) is true. No, not on your nellie! What it *does* mean, though, is that we'll have more time between us to bring you a fresher, more accurate mag; tips can be significanly more in-depth and generated here at the office (instead of having to rely on you lot the whole time, although your tips and solutions are *always* welcome); screenshots can be lined up and executed far more effectively; I don't have to go to the coffee machine every time I develop a thirst; etc...

Secondly, we've moved. Not to another building, I must stress, merely down two floors into the very bowels of the building (yeuch!). Seriously though, this IS good news — more space, better working conditions and, most importantly of all, the chance to tidy up in earnest! The good news for YOU is that, while shifting all the desks/filing cabinets/dead staff writers etc a number of previously undiscovered items came to light: Phil's old lunch box wasn't the only thing we unearthed, I can tell you! Ten brand-new never-been-opened Logic 3 joysticks were stuffed into a box behind Claire's desk; A mountain of C64 dust-covers came to light, as well as a whole bunch of other odds 'n' ends — and you lucky people are going to get the lot!!

Yes, occasional prizes will be awarded to the senders of particularly interesting (or rib-tickling!) missives... all at Lloyd Mangram's discretion, of course! Add to that the eventual release of two top quality C64 releases (we were beginning to think that *Nobby The Aardvark* and *First Samurai* were never going to make an appearance!). Yes, it's good news all round this month alright!

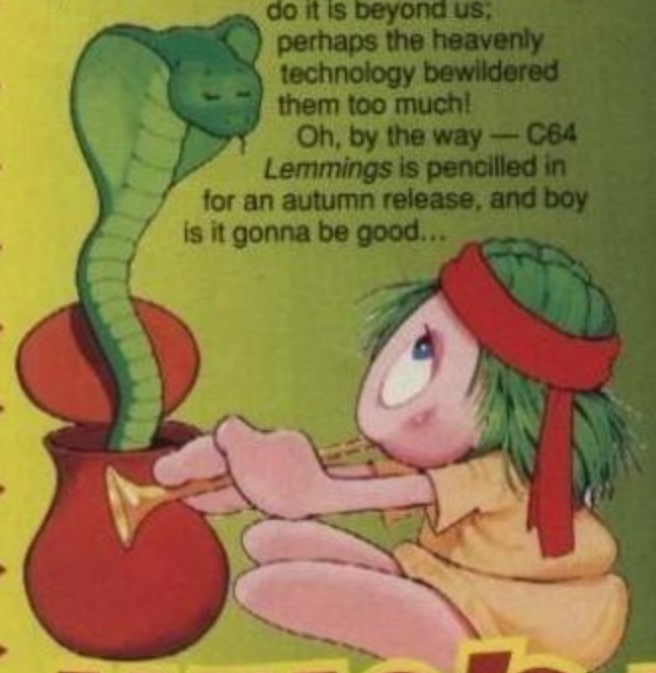
The Force IS With You... Always!

Steve Shields
Managing Editor

LEMMINGS MAKE THE RECORD

For those of you eagerly awaiting the Commodore 64 version of *Lemmings*, there's a song soon to be released that may interest you. Psygnosis and Digital Reality (the back-room guys behind KLF) have got together to produce a *Lemmings* dance track. Before you all scream a collective 'Oh No!', it's worth mentioning that they're not going to come up with the same contrived 'tunes' as the writers of the *Tetris* and *Super Mario* rave tracks did. Instead, they've taken the basic theme of *Lemmings 2* on the Amiga and come up with something smarter than your average bear (as the great Yogi would say). Why on earth they didn't use the C64 to do it is beyond us; perhaps the heavenly technology bewildered them too much!

Oh, by the way — C64 *Lemmings* is pencilled in for an autumn release, and boy is it gonna be good...



AARDVARK/SAN

If there's any of you who've been pacing around like expectant fathers while waiting fo the release of *First Samurai* and *Nobby the Aardvark*, here's some news that might please you. Well, for a start, a large group of MP's have forwarded a motion to cut the price of CD's. This is good news for everyone everywhere, as paying four to six pounds more for them than ou American cousins is, quite frankly, preposterous Secondly, Miles has finished with his girlfriend and become an eligible bachelor — send love-letters, photo's and the like to the usual address Thirdly, Comic Relief made flipping huge amounts of cash to help all those needy in the world. Fourthly... (Editor waves P45 in a threatening fashion) er... straight to the point, *Nobby*

QUICK ON THE DRA

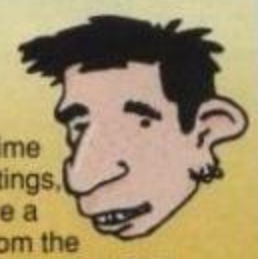
Masters of educational programs Europr Software have released the latest in th *Fun School* series; an art and music package for the over fives called *Paint And Crea*

The package includes a colourful, interactive activity menu, an art package, a greetings card creator and a simple music generator. You can a create jigsaw puzzles and put together strange creatures using a series of pre-drawn limbs and features.

Paint And Create costs £12.99 on cassette, a is available NOW from all good software stores.

WHO'S PLAYING

STEVE SHIELDS



● A Man-Ed's job is not an easy one and, as such, I haven't hammered as many joysticks as I'd like. I *did* take time out of my busy schedule (meetings, meetings, MEETINGS!) to have a blast on a few old favourites from the feature: *Dan Dare* is still one of the best C64 games ever. Anyway, I'd better go now... there's a meeting about to start!

JAMES PRICE

● Miles, I totally agree with you — things *have* gone a little hazy since Griff turned up. My vision is a blury mess, and all I can see is endless sheep-like clouds. Anyway, could these chickens please disperse — I'm trying to play *Outrun Europa*.

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NEWS!

APPENING?

URAI REALEAS

the Aardvark and *First Samurai* are in the shops now, so go grab them right away! They're right smart and couldn't possibly fail to tickle your tickley bits in a very welcome way. They're such luvverly bundles of joy that you'll be thoroughly chuffed to chufflevlille with what a great purchase you've made. You'll have to sit back with a milkshake and some biscuits to stare lovingly at their title screens, so happy about the day you bought COMMODORE FORCE and found out about them.

For those of you that don't know, *First Samurai* was given a hefty 97% and *Nobby* an equally impressive 96%. What more need you know, eh poppets?

SLEEPING BEAUTY

The much-awaited *Sleepwalker* has been put back in it's release schedule because of... bugs. Ocean's release policy is very strict, and the last thing they'd want to do is inflict the buying public with something they'll hate. So it's quite a relief that they're not going to. Don't worry though, 'cause as soon as it IS complete, you can be sure of a full review in a future issue of your darn fantastic COMMODORE FORCE. Just don't try falling asleep on a cliff-top while you're waiting, you might drop off!

THE BIG BREAKFAST

MASTERBLASTER MAYHEM!

TELEPHONE TIPS

Yo! Ben The Boffin here with another heartwarming selection of BIG BREAKFAST tip opportunities. Listed here are four of this months greatest games. Instead of getting you to waste 18 pence or over on writing in to make a request, we've got these ultra-cheap phone lines to make life sooo much easier. Want those gaming secrets cracked in the next COMMODORE FORCE? Then dial that number! Calls cost just 10p *or less* — cheaper than the price of a second-class stamp. The game receiving the most votes will receive the Tipster treatment in the next COMMODORE FORCE. Oh, and keep watching THE BIG BREAKFAST on Mondays and Thursdays, 7.45 am. Bye for now!

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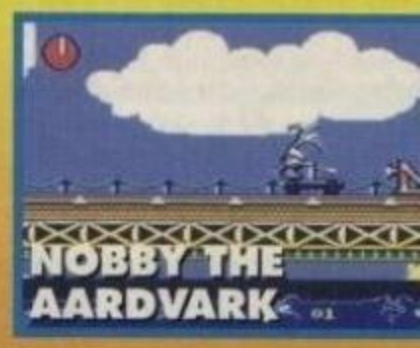

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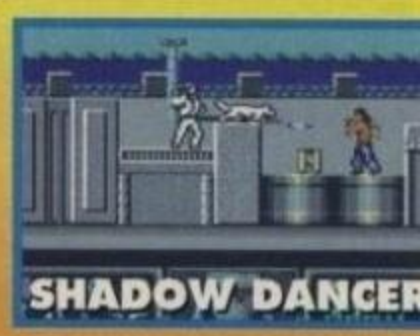

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WHAT?

• Which games are the COMMODORE FORCE crew playing?

CHRIS HAYWARD

● The sweat generating *Championship Squash* has caused many an hour to vanish along with the speedy *Outrun Europa*. The summer months are blossoming, my tie-dyed T-shirts are making a gradual come-back and the Commodore game scene is as ripe as ever. Bliss.

MILES GUTTERY

● The great thing about doing the round-up each month is that you invariably unearth an all-time classic you'd completely forgotten about. This month I got playing the fabbo *Great Escape*. Still as excellent as ever it was. Then Griff Rhys-Jones showed up with 200 cans of Holsten Pils and things went a little hazy.

IAN OSBOURNE

● I haven't so much been playing *Outrun Europa* as listening to it — Jeroen Tel's ace music is worth the asking price alone! It's an excellent game too. Fast, exciting, powerful... everything a rave racer should be, and a great example of what the good old C64 can do when properly programmed.

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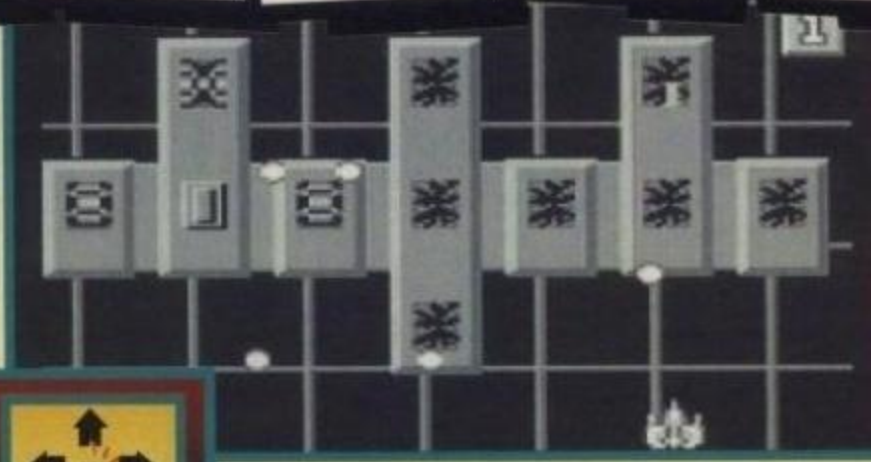
Here it is — the Reel Action faction is back in traction. Pump your C64 up to the max, plug in your gee-tar and move to the groove with another selection of thumping freebies. Only COMMODORE FORCE will stay the course so stay slinky, y'hear!

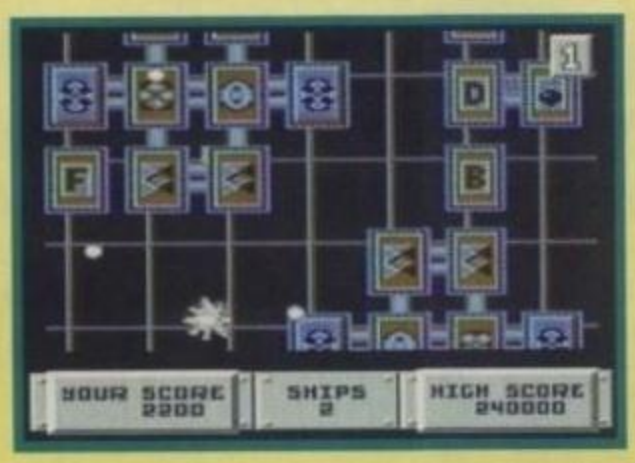
REEL A

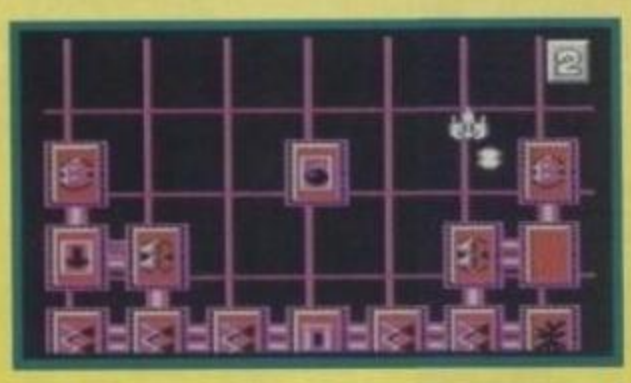
BULLDOG

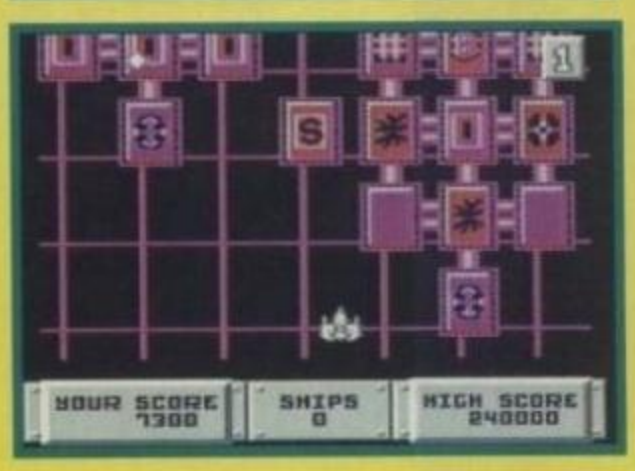
• Prism Leisure



Heavens above and hell below! Strap yourself in for some hardcore, do or die, blast and blast again, alien scum nuking action (phew). You must shoot your way through the enemy's outer defence systems to reach the POLON motherships. Once one of these is destroyed, you'll be teleported to the next enemy defence system where your flying skills will be tested to the max. Along the way, various ship add-ons can be collected such as power and speed. But beware; each time you die one of the ships firepowers is lost, leaving you with the basic shooting power. You also loose 'auto-repeat' (B) if you have it.







CONTROLS

CTRL
— Pause game

JOYSTICK
— Left, right, up and down to move craft; fire to fire (amazingly enough)

BULLDOG

INSTALLATIONS:

There are seven gun-toting enemy installations to take on and take out. These include...

TRAJECTORY X7
— these fire straight towards you.

FAST TRAJECTORY
— as X7 but much faster

SHIELDERS
— these fire a wide bullet straight down the screen.

STRAIGHTS
— These fire two bullets horizontally and then two bullets vertically.

HOMER
— these fire homing bullets and require evasive action to avoid.

- There are four types of walls and which kill you upon contact. Each require differing amounts of shots to destroy
- All other installations should be eradicated. These are:

ANTENNA
CONTROL TOWERS
TANKER
BEER DIAMONDS RADAR
JAMMER

BONUS AND OTHER COLLECTABLES

These can be picked up by running over them.

F	Gives you extra firepower (maximum 2)
B	Gives you bonus fire, auto-repeat
S	Speeds your ship movement up
S	Slows your ship down
I	Shrot-time invincibilty
	Gets rid of all bullets on the screen
↔	Makes youmove only left or right for a short time
D	Drain which takes off all bonuses and reduces you to a basic ship.
	Mystery
↓	Reverse direction for a short time

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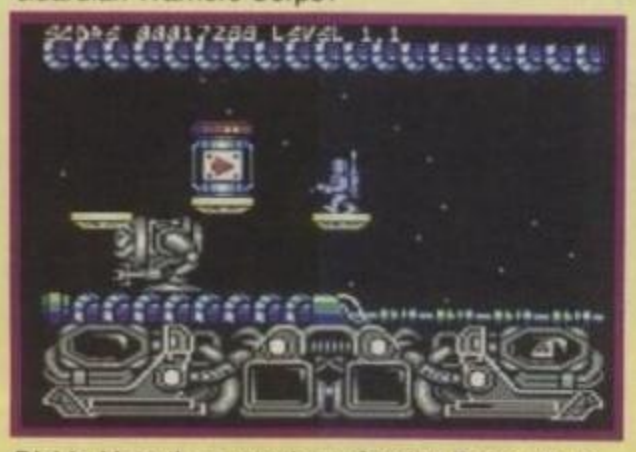
ACTION

DARK FUSION

• Prism Leisure

Uh oh! Yet more evil alien hordes are asking for a blatting in this all action zapper. Can you pass the sinew-stretching test of the Guardian Warriors Corps?



Divided into three sections, Combat Zone, Alien Zone and Flight Zone, you begin in Combat and must locate a 'fusion pod' (indicated by a flashing beacon) which then transports you to the following zone.

Some nasties will be a little tougher than others but fortunately you have one more trick up your proverbial sleeve. Hold down fire until the bar at the bottom fills, then release for a high power energy bolt.

The action is controlled using a joystick plugged into port two, so blaze away my son, blaze away.

(Other controls, Commodore key — pause, Q — quit)

Some aliens drop powerups when shot. These can (obviously) be collected and are activated by using the space bar. The more power-ups you collect before activating, the better the weapon you'll get.

REEL ACTION!

DRESSED TO KILL!

SO YER TAPES LOOK A BIT LONESOME IN THEIR DRAB OLD BOXES, EH? — WELL DRESS THE BLIGHTERS UP IN OUR SPECIAL CUT—OUT INLAYS.

COMMODORE FORCE

DARK FUSION
DARK FUSION
— LEVELS

REEL ACTION #1

COMMODORE FORCE REEL ACTION #

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COMMODORE FORCE

BULLDOG
BLUE ENCOUNTER
EASY LIVES

REEL ACTION #1

COMMODORE FORCE REEL ACTION #

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COMMODORE FORCE

REEL ACTION #11

DARK FUSION

It's a space voyage of the dark dangerous kind. A multi-part shooty to test your trigger fingers to the limits of their ligaments.

DARK FUSION — LEVELS

This is going to sound stupid but believe it or not these are the

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TAPE INFO

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DARK FUSION LEVELS	000

COMMODORE FORCE

REEL ACTION #12

BULLDOG

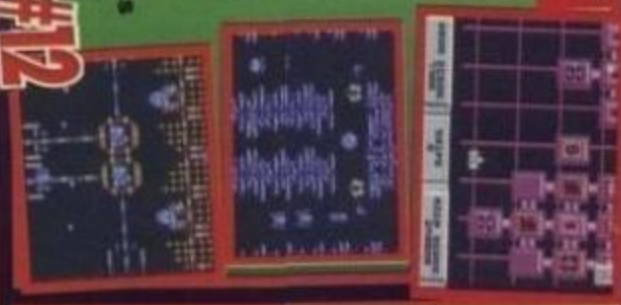
There's not a slobbering hound anywhere in this outstanding shoot-'em-up topped to the hilt with action.

BLUE ENCOUNTER

A sensational SEUCK A sensational SEUCK blaster by FORCE reader Asif Bhagwandin that's sure to entertain.

EASY LIVES

More game-bustin' cheats from our own John Wells



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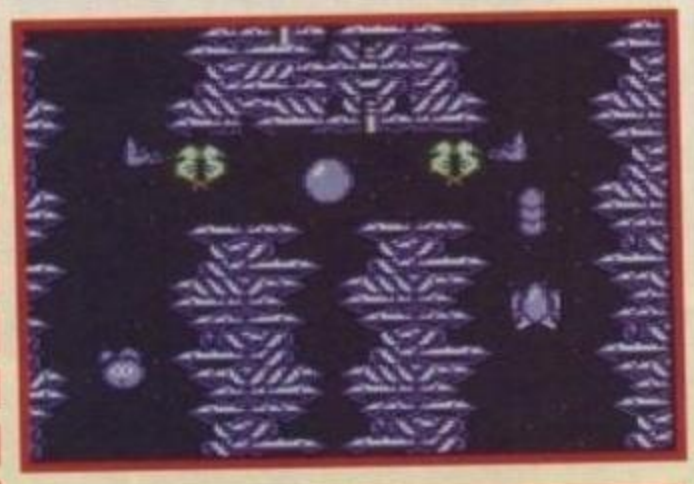
BLUE ENCO



● Asif Bhagwandin

There they were, Grog and Sprog. Two innocent peace lovers who liked to solve matters with a bit of logical thinking. At weekends the duo indulged in a spot of stone positioning, mole grooming and water watching, but their passive lifestyle was brutally cut short when their parents were nabbed by a wicked dictator and held to ransom. In a flash the undynam duo had replaced their polo necks and corduroy for military

EASY LIVES

THE COMMODORE FORCE GAME TAM

It ain't heavy, it's Easy Lives. Obviously, unlike the rampant C—Force team, you people sometimes need a little help to get through yer games. It's fortunate then that John 'Messiah' Wells is 'on hand' to lend a helping hand but you know, not many can compete with the Forcers on their home turf (i.e. any computer game, ever). This months happy hacks will help *Bart* thwart *The Space Mutants*, kick *IK+* in the doolallies and all of Bub's probs with *Rainbow Islands* will come to an end. Add to this *Lethal Weapon*, *Impossible Mission II* and *Blackland* and you have many a problem solved. Select the required game beating cheats using a joystick and follow on screen prompts for loading instructions.

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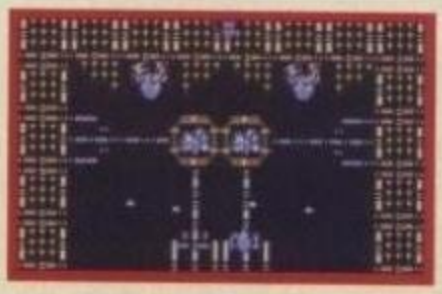
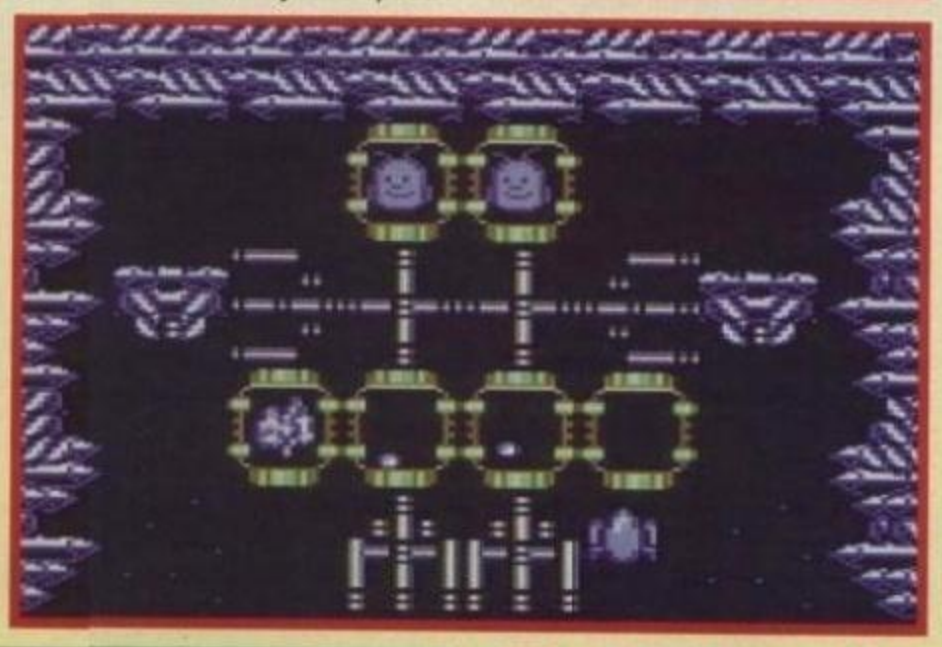
PUNTER



assault suits and cleaned up their dads astro blast cruiser which stood dormant in the back yard. No longer in a calm mood the twins set off to the stars, thirsty for the blood of Eric — the nasty gang leader responsible for their parents disappearance.

This sensational SEUCK blaster was sent in by a reader and you can sample the delights of destruction by simply plugging in a joystick and taking on the enemy hordes. Look out for the coins and diamonds for lots of points, because if you amass 10,000 an extra life is at your disposal. Get firing, get dodging and discover the Blue Encounter.



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● Our hero takes to the open road displaying no regard for public safety. What a reb.

COMMODORE FORCE HURRICANE HIT!

OUTRUN

● Kixx, £3.99 Cassette

Having just bought his new car, MILES 'FRUSTRATED BOY RACER' GUTTERY can't drive it for insurance reasons. With his immense driving talent (he wrote off his previous vehicle) it seemed only fair he vent his frustration on this corking budget racer...

IAN!

● Wahay, this is what computer driving games are all about — fast, smooth scrolling, ace sprites and music that puts most chart releases to shame! Unlike previous *Outrun* outings, this one's got a decent storyline and plot. With its predecessors you felt you were out for a simple Sunday afternoon picnic, but not here — slamming boy racers off the road and changing vehicles after each level adds a whole new dimension. Great graphics, perfect playability and some of the best computer music I've ever heard make it a brilliant budget bargain.

92%

A bit of a diversion from the previous games in the series, *Outrun Europa* casts you as Simeon Krutz, a smooth, suave secret agent. Some classified military blue-prints have fallen into the hands of ruthless terrorists and, as top bod in the field, the government turns to you to recover them — not a blonde bimbette to be seen, this is *real* mans stuff.

The world of international espionage is awash with fast cars, hard action and, of course, gallons of vodka-martinis (shaken heavily and without a hint of stirring). Unfortunately, the C64's limitations mean one of these had to be omitted from the game but hey, who needs fast cars anyway! Only joking — seven levels of tyre-screechin' mayhem (and some aquatic bits too) stand between our Oxbridge hero and world peace in this drive-'em-up spectacular across Europe.

The assignment begins in England where the dastardly doers of dirty deeds have pinched Sim's interminably flash Ferrari F40 and are hi-tailing it towards the coast. Thinking quickly, you grab a nearby parked motor-cycle and take off in hot pursuit. The various innocent drivers on the road cause hassle but far more annoying are the rival agents who also want the documents. They will stop at nothing to halt your progress and the best way to get rid of 'em is to ram 'em off the road. You can't be killed but are against the clock and crashing into obstacles costs valuable seconds. It may seem a bit odd that a motorbike can ram a car but amidst the hectic action, it hardly matters.

Outrun Europa is a tremendous racer

Don't forget about the fuzz either. Not only are you riding a pilfered bike but the local law enforcement peeps don't take too kindly to someone riding through their patch at speeds in excess of 200 kph. If they manage to catch up they'll attempt to stop and arrest you — game over. They can also be rammed but a quick jab of the boost button will leave them eating tarmac (just like my new car, it's well 'ard!). Boosts are limited but running over yellow canisters found strewn across the road top it up.

Driving Forces

Finally arriving in Dover, only to see the terrorists sailing into the sunset aboard a ferry, our unscrupulous undercover, er, person spots an un-attended jet-ski. In the blink of an eye he's pounding the waves on his way to Calais. Water-borne hazards include rocks, lighthouses, police boats and even grenade lobbing helicopters! You're not defenceless though; luckily the jet-ski's armed with a limited number of rockets.

Power up onto the beach of Calais, nab a conveniently abandoned Porsche and get going again, there's no time to lose. On through Paris down to Spain then hop in a speed boat over to Italy. Here you recover the F40 and head to

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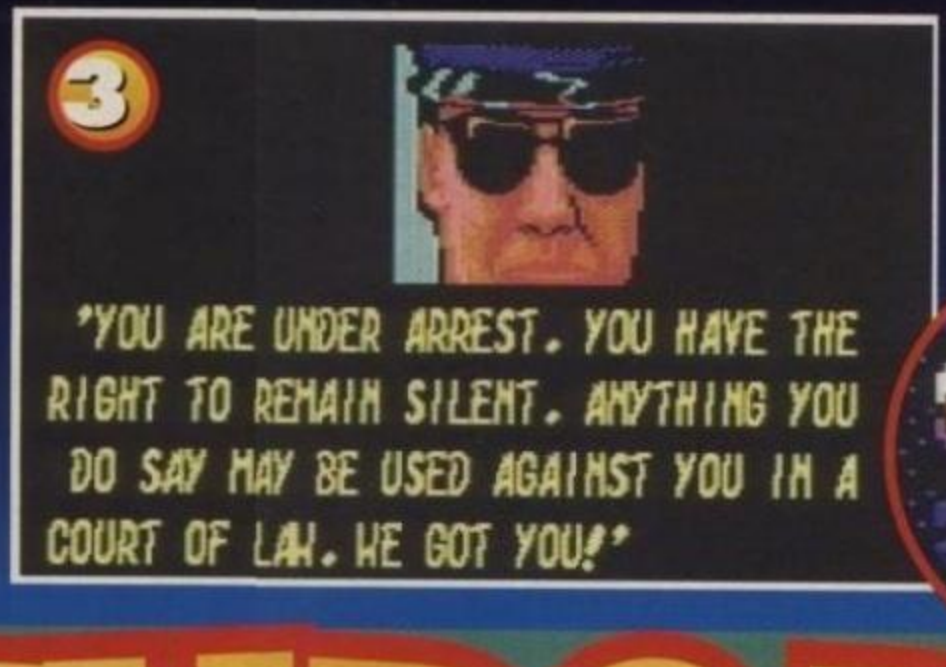
3
"YOU ARE UNDER ARREST. YOU HAVE THE RIGHT TO REMAIN SILENT. ANYTHING YOU DO SAY MAY BE USED AGAINST YOU IN A COURT OF LAW. WE GOT YOU!"
Damn!

● When challenged about the tackiness of his sunglasses the arresting officer was most put out.

OUTRUN EUROPA

Austria for a show down with the bad guys. Having retrieved the blue-prints the final stage is a dash up to Berlin to rendezvous with your people and get a good pat on the back for your pains.

The first thing which hits you when playing *Outrun Europa* is the sheer size of the graphics. The main sprite is quite small but roadside features are gimongous! And what about the speed?! Towering objects rocket past in a flash and you wonder just how the programmers managed it. To say I was gob-smacked would be saying something that was true.

Level to level 'sameyness' which afflicts so many 3D racers is admirably curbed with the different modes of transport on offer, a feeling further enhanced by a great deal of graphical variety between levels. All vehicles have their own handling characteristics with the water and road sections demanding different techniques for success. Plenty of little graphical touches add to the overall atmosphere such as the land emerging over the horizon on the jet-ski and speedboat levels — brilliant!

All sections are linked together with excellent static pictures and text keeping you abreast of the storyline developments. Cosmetic, yes, but they really keep the game flowing as if you're actually achieving something rather than just driving through different landscapes. You become part of the game itself and an excellent Jeroen Tel soundtrack complements the action perfectly.

Of course, with so many uppers there has to be some downers. *Outrun Europa*'s is the extensive, but inevitable, multiload. Each level is loaded separately but thankfully, they're fairly large and a few continues stop you screaming when out of time. Speaking of which, time limits are very tight. You can't afford more than a couple of crashes and careful use of turbos is essential if you're to make the check-points.

● Weeks adrift had left Dave in despair. The noisy helicopter just made it worse.

CHRIS!

● Never mind pretentious boy racers — dashing around with thudding stereos and big Garfields stuck to each wheel — if you want to impress a lady, a good three point turn will do wonders. There's no text book manoeuvres here though, an eye for blinding speed is the main necessity! Racing games can become very limited, but with four different vehicle types to cause havoc in, this highway burner ranks high in terms of lastability. A trait that tanks up the enjoyment barrels is the ability to nudge rival drivers off the road. Whereas most 3D racers have obstacles that simply slow you down, here they can be rammed off to the wayside. This leads to some satisfying duals, as you crunch a jalopy into a hedge and speed off before the police can flash their blue bulbs. Obtain and indulge.

89%

Despite the unavoidable annoyance of the multiload *Outrun Europa* is a tremendous racer and one you shouldn't be without. I'd even go as far as to say 'oops where's my thribble?'. I'm always losing it you know.

MILES! 91%

GALE WARNING

FORCE FACTOR 91%

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IN SEARCH O

If it's adventuring you like, but with a bit of arcade action thrown in then look no further. MILES 'ARCADE ADVENTURER' GUTTERY and JAMES 'ARC ANGEL GABRIEL' PRICE prepare to solve puzzles, wield swords and negotiate mazes 'till the cows come home to roost, or something...

FIRST SAMURAI
● Ubi Soft

Play the part of a young Samurai warrior out to avenge the death of his master. Beginning in the mystical world of the ancient Orient, you've many traps and puzzles to avoid and solve, which are made infinitely more difficult by the myriad of strange creatures who leap, prowl and fly across the land. Of course, our baggy-trousered friend is by no means defenceless. Years studying the art of the Samurai have armed him with a lethal arsenal of kicks and punches, not to mention (should he collect sufficient magical energy) a lethal sword.

There's something for everyone in *First Samurai* — puzzle solving, mapping, secret platforms and loads of action. There aren't many better looking games on the 64 but this one's got playability to match the graphics. It took it's time in arriving in the shops, but it's finally availible NOW!

FORCE FACTOR 92%

HEAD OVER HEELS
● Ocean

If you've never been dumbstruck by isometric 3D'ers then think again — *Head Over Heels* is *the* game to change your mind. Head and Heels are secret agents out to liberate four slave planets of the Blacktooth empire and overthrow Blacktooth itself. This involves wandering around many rooms and solving the puzzles within. Very large and challenging, this is a game that'll keep you going for weeks. Flipping between the characters is essential to complete some of the puzzles. Both have their own strengths and weaknesses, Head, for instance can jump higher whereas Heels is a faster runner. Some problems even require the duo to join together therefore pooling their assets. It's by far the best of the genre and the yardstick by which all others shall be judged.

FORCE FACTOR 97%

MYTH
● System 3

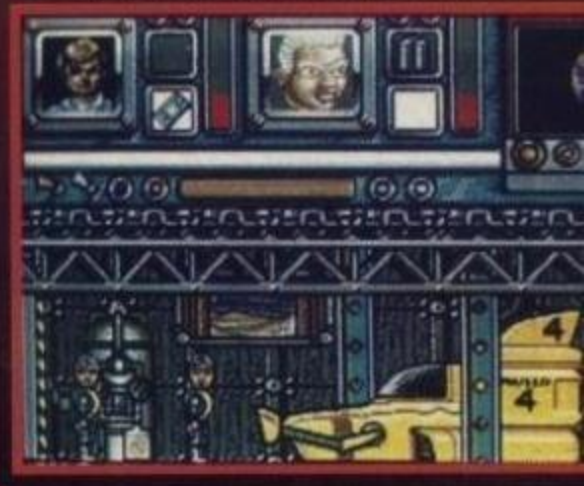
As sword and sorcery epics go *Myth* has the lot. A wonderfully dark and brooding atmosphere confronts you from the out-set. Eerie graphics and a spooky soundtrack are to thank for this, and you're constantly on the look-out for the sinister undead creatures which lurk in the shadows throughout.

Boasting some of the best sprite animation ever seen on the C64, there's little to complain about with *Myth*. The instructions offer little in the way of clues but you'll soon be hacking the heads off skeletons with aplomb. Level one eases you into the action but later on things really take off. Some of the monsters have to be seen to be believed. Topped off with some truly taxing puzzles, *Myth*'s a real classic. If you don't own a copy, then why the hell not?

FORCE FACTOR 91%

THUNDERBIRDS
● Grandslam

A computer game with no strings attached (chortle), *Thunderbirds* is in fact four games in one. Each part is a separate mission involving different



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F ADVENTURE

VENDETTA
• System 3

Become a muscle-bound mercenary type in this action adventure with arcady bits.

A professor and his babelicious daughter have been kidnapped by terrorists who've forced him to build a nuclear bomb. Unfortunately, they've picked the wrong guy to mess with. Essentially, you have to search each screen for clues to the baddies hide-out while duffing in the odd chappy along the way (made easier if you manage to find a gun). Each exploratory section is linked by an average driving sequence. It's a bit poor compared to other, dedicated driving games but it makes for a welcome break from the main action.

Graphics are very good throughout — despite the slow screen update — but a lot of time is spent searching each location extensivelly, so you hardly notice. My only reservations are against the lastability, it's just a tad easy. Try and get hold of it all the same.

FORCE FACTOR 86%

THE GREAT ESCAPE
• Ocean

One of the most original game designs on the C64, *The Great Escape* doesn't seem to have aged a smidge since appearing over six years ago. Set in a Colditz-style POW camp during WW2, it has you controlling a prisoner determined to break out. It's interesting to leave the controls alone and simply watch your man follow the camp routine with the other prisoners. Pick up the joystick, though, and can go off and explore the camp for equipment to the escape, being careful not to get caught out of bounds by the guards. The graphics are packed w atmosphere, and with the many different possible escape routes this is an enthralling game no-one should be without. Will you dig a tunnel, or perhap cut through the fence during the night?

Hours of challenge and enjoyment are packed i this marvellous title.

FORCE FACTOR 92%

THE ADVENTURES OF DIZZY
• Codemasters

Covering each Dizzy adventure would be dull to read (and even duller to write). However, reviewing just one would be unfair, so this is a condensed *Dizzy* history.

The Ovoid adventurers first outing was simply entitled *Dizzy*. The jolly character and

characters and equipment from the International Rescue team. Not unlike the recent *Crystal Kingdom Dizzy* the missions are played in order of difficulty. On completion of a level a password is issued saving you from trudging through previous stages.

Gameplay is essentially the tried and tested 'find/drop/use object' formula.

Of course, all good games try to add a new twist to the genre. With *Thunderbirds* this is the ability to switch between two characters on a mission, each having different abilities making them more suitable for certain tasks. It's getting on a bit now but fans of the series will enjoy manipulating the famous heroes.

FORCE FACTOR 80%

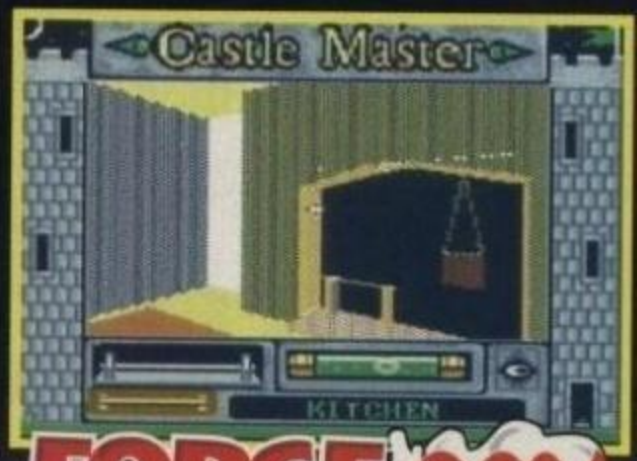
atmospheric graphics, not to mention addictive puzzlement, meant it sold by the bucketload. The fact he could only carry one object at a time was an annoyance, though. With *Treasure Island Dizzy* he could carry three items but unfortunately they were dropped in the order they were picked up. This meant you could be underwater with only the snorkel and be unable to collect anything without dropping the snorkel and subsequently drowning — aaargh! *Fantasy World Dizzy* remedied this prob with a menu that allowed an inventory object to be selected. Of the seven adventures, the first six are direct Spectrum ports but Dizzy VII is bigger — with much better graphics — but essentially more of the same.

The eggs games are pretty much of a muchness so here's a collective rating.

FORCE FACTOR 85%

CASTLE MASTER
• Incentive

Freescape was one of the most remarkable game systems to be developed in recent times. Giving the player almost infinite freedom, you could travel around the solid 3D landscape and change the viewpoints from an impressive number of angles. By general consensus, the best game to emerge from the realms of Freescape was *Castle Master*, with its enhanced graphic system speeding up the action. The way the game world draws you in is where *Castle Master* scores over conventional adventures. Actual action is fairly minimal but thinkers should seriously consider adding a Freescaper to their horde of C64 goodies. However, if your budget can only stretch to one, make that *Castle Master*.



FORCE FACTOR 82%

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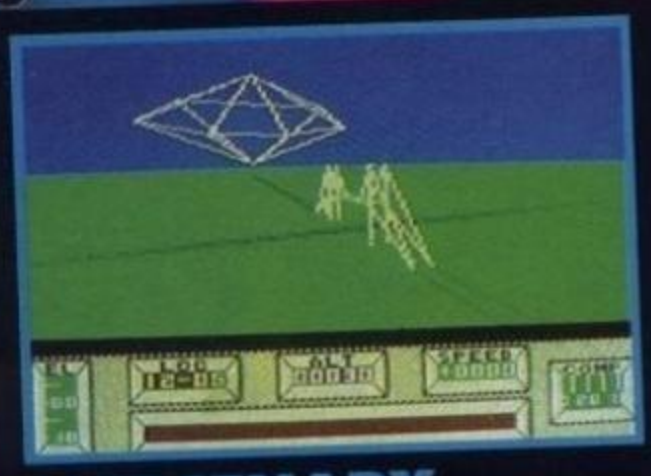
BATMAN — THE CAPED CRUSADER

• Ocean

Unusual presentation sets Ocean's second bat-escapade apart from he usual adventure fair. Each new location overlays the old one giving the feeling of atually 'playing' a comic book. It's hard to explain without actually seeing it but it works a treat. A healthy dose of silly humour captures the spirit of the original series and with two totally different cases to solve (one on each side of the tape) there's real value for money. Downers include the number of baddies who appear, with Batman having little chance of defending himself. Also, having to play through problems you've already solved after you die is a little boring.

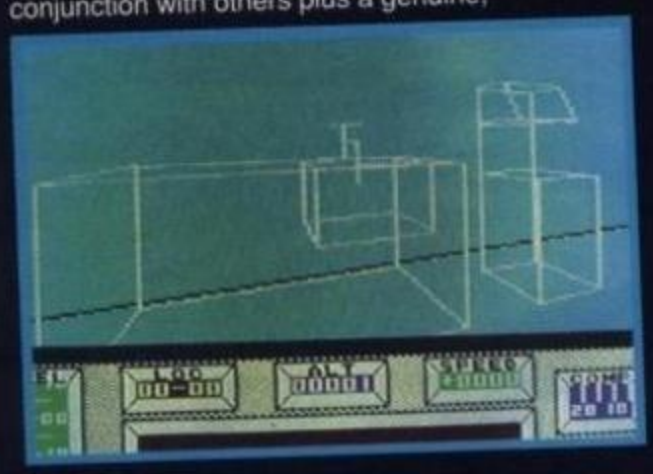
FORCE FACTOR 79%



MERCENARY

• Novagen

Despite it's first-person perspective and flight-simulation overtones, *Mercenary* is a classic arcade adventure. While many may disagree with our catorgorising it as such, there's enough in the game to justify the label. With acres of city (and surroundings) to explore, a plethora of objects to utilise and use in conjunction with others plus a genuine,



These range from a spitting battle between Reagan and Gorbachev to a shooting gallery section with various 'hate figures' to take pot-shots at — and there's a few infinately weirder, believe me.

Frankie recieved a great deal of praise on it's initial release, and compares well with more recent games; in fact, it puts a lot of them to shame. To miss this would be missing out on life itself. Start looking on market stalls now, you won't regret it.

FORCE FACTOR 97%

JET SET WILLY

• Software Projects

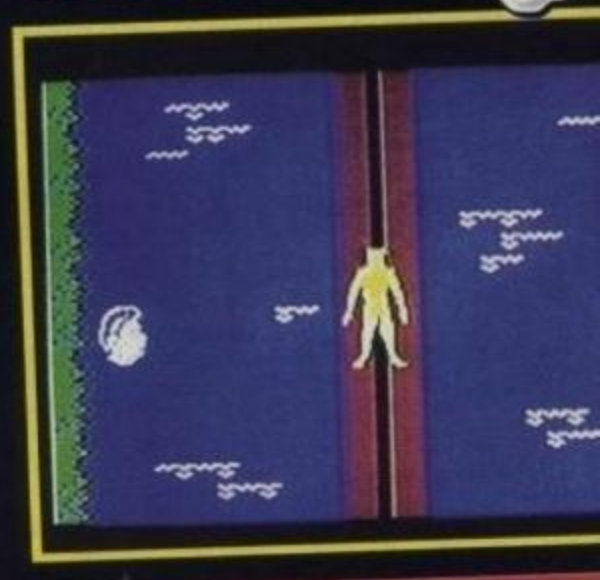
How could this round-up have been written without a mention of this? *Jet Set Willy* is one of the worst/best/addictive/infuriating games to date — it just defies description. The basic platform action looks terrible by today's standards, but plays fairly well; just not as well as it did originally!

atmospheric feel, Paul Woakes's three-dimensional world is a hit from the beginning.

If you haven't seen or heard of it yet, then you won't know it involves you (as the mercenary) crash-landing on the remote planet of Targ. It soon becomes obvious that your situation is dire at it's best, with a crippled craft at your side, a planet stricken by a terrible war under your feet and a serious lack of funds in your pocket. Fortunatley, your initial location is near an airfield, where a rudimentary plane can be purchased to make travel quicker and easier...

The freedom given to you in your search for riches and a convinient escape route was a revalation in it's time; still to this day *Mercenary* can't fail to impress. It's easily one of the most absorbing games available and a valuble addition to any software collection.

FORCE FACTOR 86%



FRANKIE GOES TO HOLLYWOOD

• Ocean

From one of the best programming teteams to grace the C64 (Denton Designs) cocomes this eccentric game based on the infamcnous band (although let's face it, the link's a pretty te tenuous one).

You begin the game as 0% of a real peperson, and throughout the adventure you have te to solve puzzles to push this percentage up. Alonpng the way there's a murder to solve, cats to feeeed (?!) and hundreds of objects to manipulate. A. Another feature that makes it such a fantastic ganame is the addition of several extremely playable su sub-games.

GARFIELD — BIG FAT HAIRY DEAL

• The Edge

The fat cat's first computerised appearance met a mixed reception. 'Yeah, the graphics are good' people were heard to say 'but the gameplay's a little suspect'.

Well, it's nice to create a little controversy by saying that *Garfield* is a great game, well worth anyone's attention. Wandering around the various flip-screens is a mappers delight and the puzzles logical and very in-keeping with the feel of the cartoons. Sure, it's infuriating at times, like wh the fatty feline gets so hungry he eats an obje he's carrying, but there are ways to avoid this happening.

Garfield's by no means the best game inclu in this feature. On the other hand it's by no m bad, but you'll need you're best patient hat or enjoy it to the full.

FORCE FACTOR 80%

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One real peice of irony is that so many dedicated players spend hours slaving over the game, trying to complete it, only to come to a sticky end. The simple problem is that it's impossible — a bug on one screen rendered the game incompletable!

Just to inform those who don't know, the end sequence involved Willy running into the toilet and being violently sick after drinking too much. There's a lesson for you!

FORCE FACTOR 74%

MONTY ON THE RUN
● Gremlin Graphics

By far the best Monty game and a right ripping platform-based adventure, *Monty on the Run* is terribly addictive. After the coal-stealing exploits in his first computerised appearance, our friend Monty Mole was imprisoned — and all because he tried to get a bit of winter warmth. *MOTR* is where you get to help him escape. It's all good, solid jumping fun, with all the character of the original but with considerably more screens (the original had a mere 20). There are still the same nasties wandering aimlessly on assorted platforms, but the fun of running away is just as great as ever.

OK, so it's a little dated these days, but it's still one of the best — and certainly superior to it's more recent sequels.

FORCE FACTOR 85%

BEVERLY HILLS CATS
● Hi Tec

Top Cat makes an appearance in C64 land in this flick screen puzzler. Apparently, TC's pal, Benny the Ball, is being cheated out of a whopping inheritance by Snerdly, his rich aunt's butler. It's up to Top Cat to stop him.

The view is angled from above with you, as TC, stomping along housing estates rounding up members of the gang. When you've found them all, you've got to solve the problem of how to get past the guard dog at the level exit. Level two is set in the swish avenues of Beverly Hills and the third takes you into Benny's mansion.

Success in the game is more down to mapping than puzzle solving. With the number of obstacles about it's vital to keep track of your whereabouts and mappers will enjoy putting the solution together.

FORCE FACTOR 80%

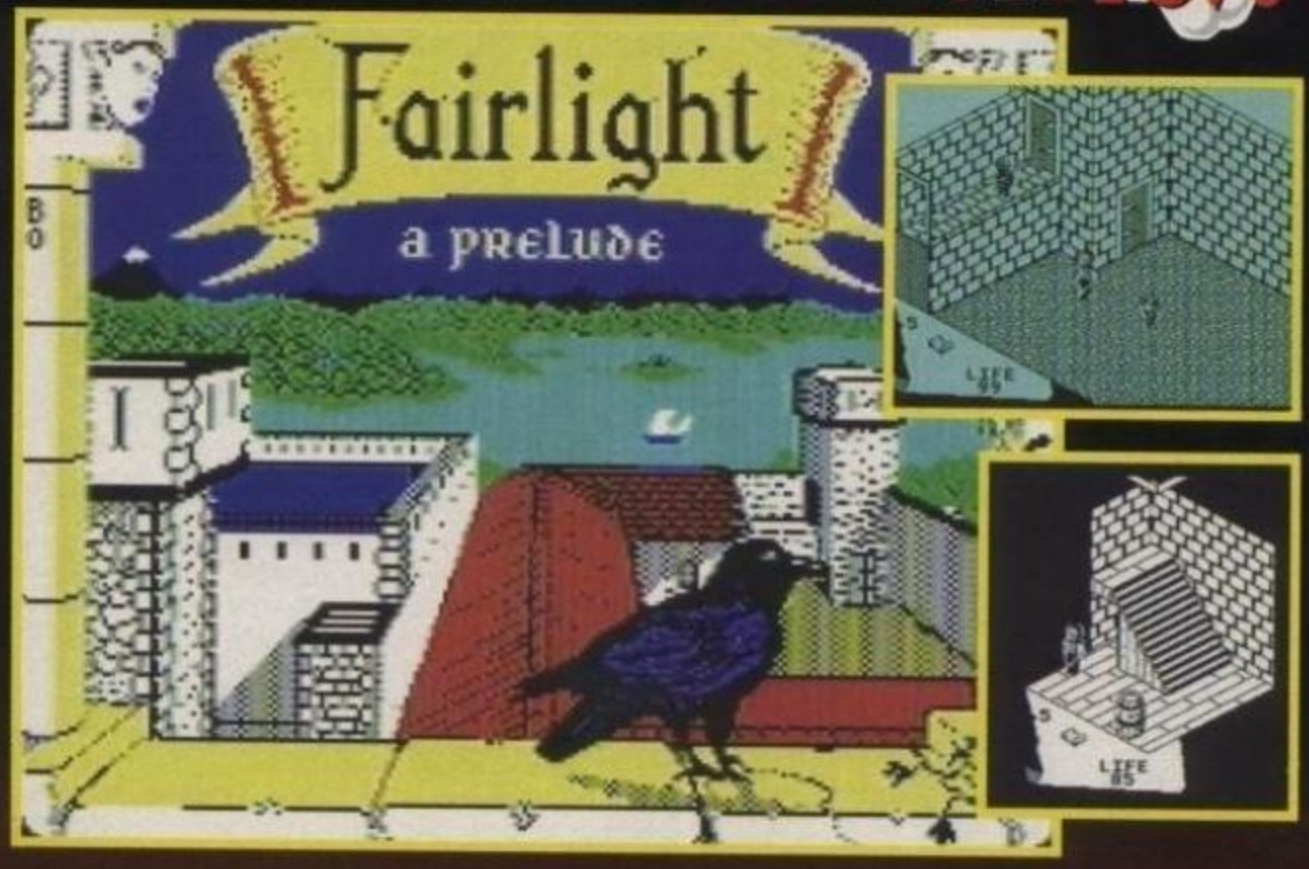
FAIRLIGHT
● The Edge

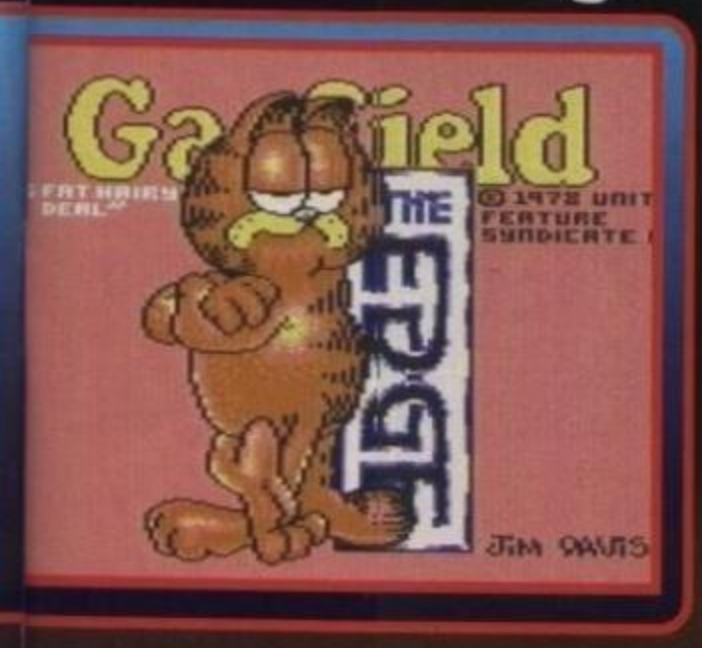
Far back in the grand old days of 1985 came a game by the name of *Fairlight*. It's isometric graphics stunned almost everybody; unlike the Ultimate 3D games of old (such as *Knight Lore* and *Alien 8*) it had two impressive ingredients — namely playability and atmosphere.

Wandering around the amazingly well drawn rooms is a pure delight; as is solving the moderately difficult puzzles. However, the castle and it's surrounding area aren't without their fair share of hazards. Nasties are everywhere, although you've a moderate amount of energy to help keep your one life.

I really can't recommend this game highly enough. A classic of yester-year (and still one today), *Fairlight* is one of the best arcade adventures you'll ever set eyes on.

FORCE FACTOR 95%





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EXILE
● Audiogenic

Although people have criticised the initially awkward control method, *Exile* is one of the best adventure-orientated blasters around. With over 600 screens worth of scrolling area to explore and a host of puzzles and aliens to solve and destroy respectively, you'll be hard pushed to find many better. The options available are rather quite phenomenal. As well as the usual pick up/drop functions there are a host of other features, including the ability to disengage your characters jetpac, specify a position so you can teleport to any point, scroll around the screen area to see nearby threats — really, I could go on for longer, but it would make the review owe more to shopping lists than round-up recommendations.

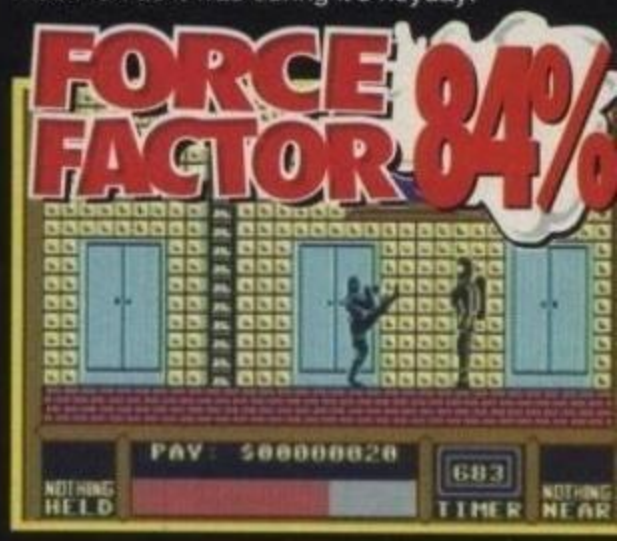
Exile is the one to get if you like games to be a little more involved than usual. The position save ability also makes for greater lastibility; gone are the days when you'd get so far only to meet the same, untimley ending.

FORCE FACTOR 88%

SABOTEUR 2
● Reel Action/Prism Leisure

There's not really much point in going on about this one; after all, you'll have got it from issue three's covertape. If you haven't then I've no sympathy for you — just get a back issue from the Forcefield Plaza and we'll say no more about it... well, maybe. After the original *Saboteur* and it's nimble male ninja, it came as something of a surprise when *S2* offered his equally-acrobatic (and hard) sister. It also had far more screens to explore — over 600 — and (of course) a few more assiliants to trade punches with.

The graphics may lack colour, and perhaps the animation on some enemy sprites is a little on the suspect side, but the flick-screen action is just as much fun as it was during it's heyday.



FORCE FACTOR 84%

BARBARIAN 2
● Kixx

Whereas the original *Barbarian* was a simple, one-on-one fighting affair, it's sequel is a far superior romp with a large element of exploration added to the gruesome combat. With four large levels to explore and a never-ending supply of opponents to do battle with, there's certainly enough to keep any violent adventurer happy for a long while.

The value it represents as a budget game is enough to soften the blow of any critcism levelled at it, and there's certainly enough there to keep any gamesplayer happy — just don't expect another *First Samurai*.

FORCE FACTOR 80%

DAN DARE
● Mastertronic

One of the best arcade adventures EVER, *Dan Dare* features extremely clever puzzles, brilliant character interaction and excellent comic-book thrills.

Based on the original Frank Herbert character from the old 1950's Eagle comics (no 2000AD over-the-top melodrama or 'new' Eagle garbage here) the text is presented in comic-book style, creating an atmosphere consistent with Britain's best-loved space hero.

Dan was due to appear on *This Is Your Life*, but just as the first of his buddies was about to walk on stage and make gushing, butt-licking remarks about his childhood, the screen went blank and The Mekon appeared, announcing that an asteroid was heading towards the Earth. Either the powers-that-be made him master of the universe (he doesn't look much of a He-Man to me) or the planet would be destroyed. Digby and Professor Peabody were carried off by The Mekon's alien race, the Treens — Dan has a mere hour to rescue his buddies from the green-skinned goons and save the Earth.

Dan Dare excells in every department — great graphics, perfect puzzles and pristine playability make it a real winner. Although long-deleted as a budget title, you can still get it on Beau Jolly's *Big Box 2* collection. If you Dare!

FORCE FACTOR 92%

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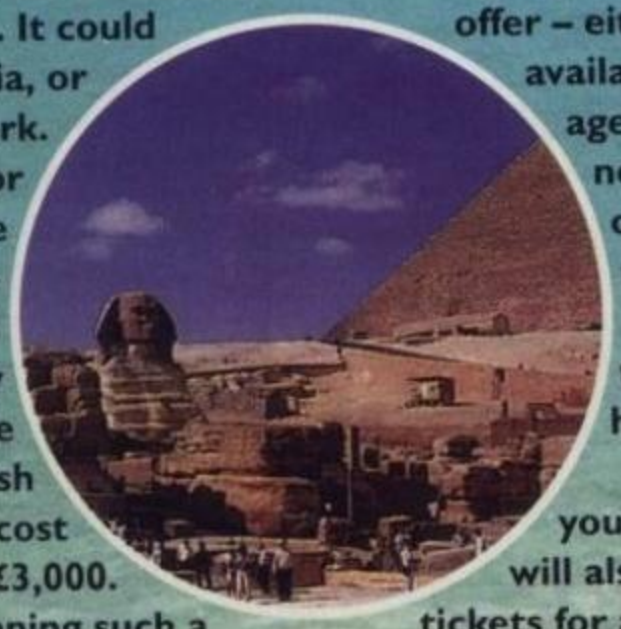

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ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) and *Atari ST Review* (£3.50) for gamers, with *Atari ST User* (£.3.40) satisfying the more general ST owner.

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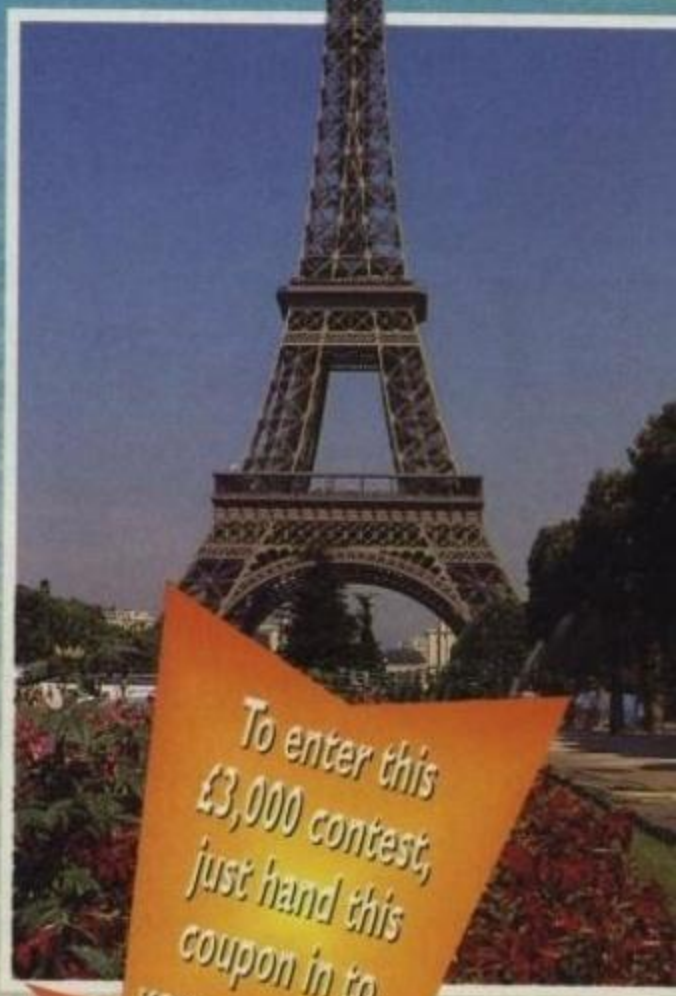

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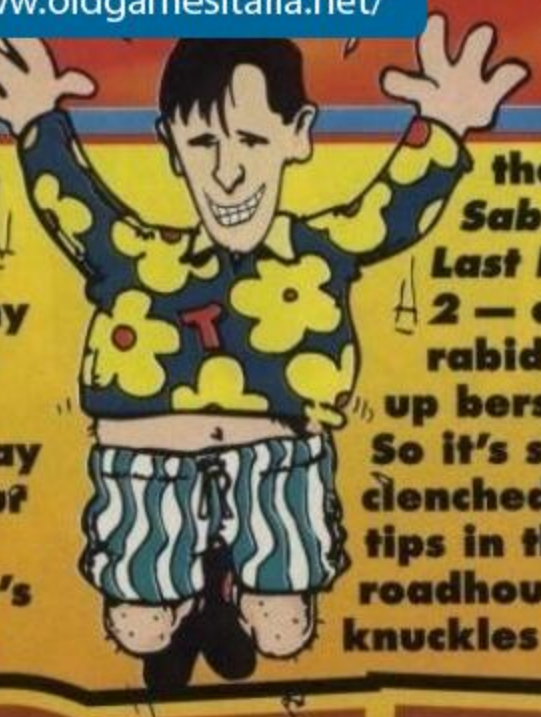


What a moustached policeman of a tips section it's been this month! Inbetween repairing my tattered chair and reconstructing my battered mouse I've had to escape an avalanche of mail. Thanks for all the stuff you've bundled this way and no matter how unreadable your cheats may be they're always appreciated. There's a definite fighting theme this issue, what with *Saboteur 2*, *First Samurai*, *Last Ninja* and *Street Fighter 2* — enough to quench the rabid thirst of any beat-'em-up berserker.

So it's sleeves up and fists clenched for the hardest hitting tips in the Commodore roadhouse, guaranteed to make knuckles bleed.

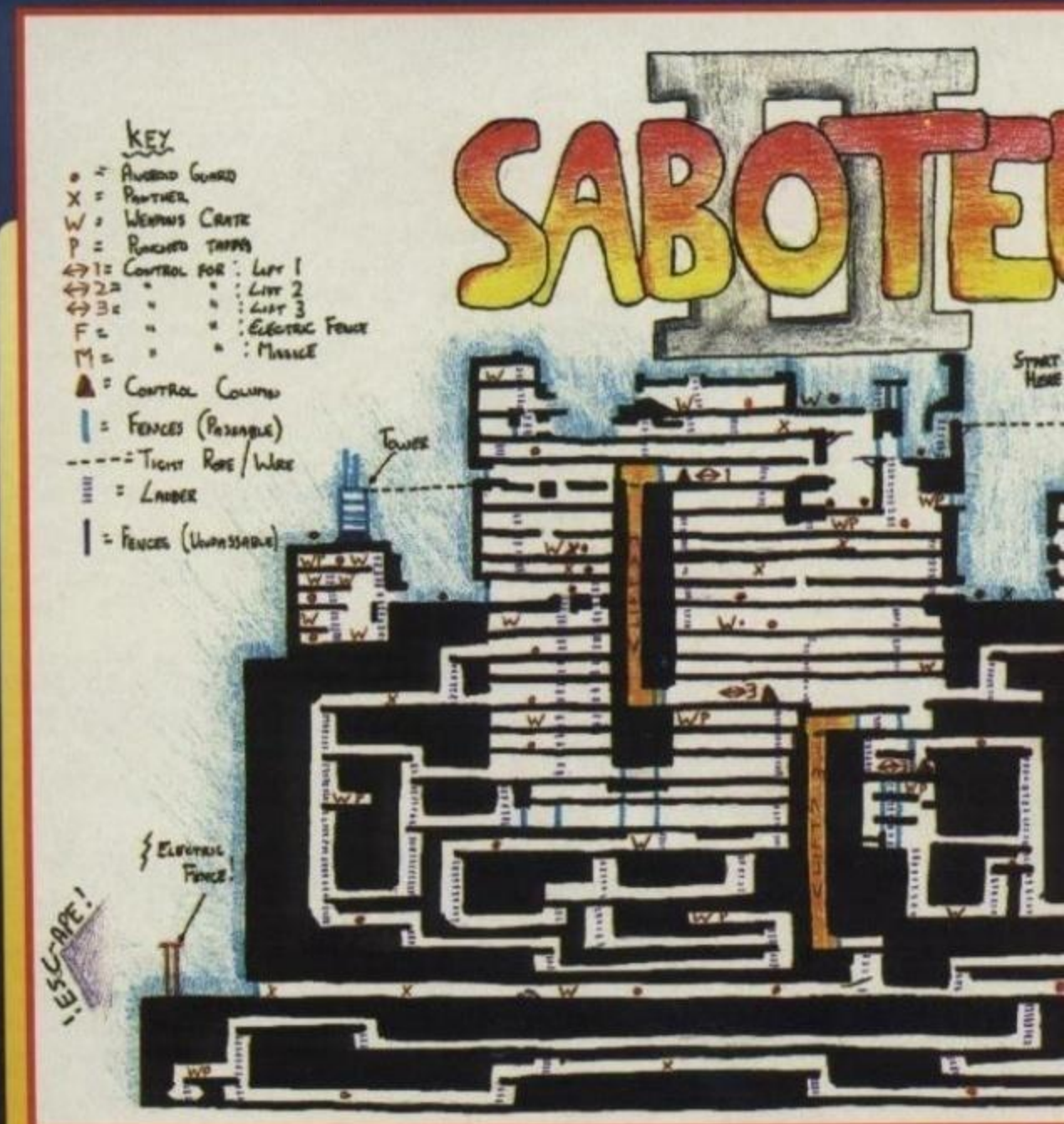
THE TIPSTER!

UGH!

Global Software

If the stone age elevators are handling just a little too prehistoric these level codes will enable you to progress further.
Thanks to **Mathew Barker** from **Grimsby** for these.

LEVEL	PASSWORDS (1/2 player)	COUNTER NUMBER
2	02B139/02B039	004
3	03B148/03B048	008
4	04B123/04B023	011
6	06B167/06B067	018
7	07B156/07B056	022
8	08B135/08B035	025
9	09B120/09B020	029
10	10A291/10A491	032
11	11A282/11A482	036
12	12A239/12A439	039
13	13A248/13A448	043
14	14A223/14A423	046
15	15A274/15A474	049
16	16A267/16A467	053
17	17A256/17A456	057
18	18A235/18A435	060
19	19A220/19A420	063



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STREET FIGHTER II

• US Gold

Hardly the most faithful conversion of the hailed Capcom arcade machine but your opinion may change when you find out that the instructions are wrong. Yes, the special moves cannot be accessed as described in the manual — more than a little odd (not to mention perplexing). Luckily, help is at hand thanks to **Stephen Reneham** from **Dublin** who has toiled night and day to discover the proper joystick directions.

E HONDA

■ **One hundred hand slap**: Duck, press fire and push in the direction you're facing.
■ **Sumo flying head butt**: Push back and fire in one continuous motion.
■ **Fast kicks**: Duck, fire and diagonally down in the direction you're facing.

CHUN LI

■ **Spinning bird kick**: Push the joystick down, up and tap fire.

■ **Lightning kick**: Push in the opposite direction and fire.

RYU/KEN

■ **Fireball**: Duck, keep fire pressed, and push in the direction you're facing.
■ **Dragon Punch**: Duck, keep fire pressed and push up.

■ **Hurricane Kick**: Forward and fire simultaneously.

BLANKA

■ **Electricity**: Duck, hold fire and press up.
■ **Rolling attack**: Duck, keep fire pressed and push in the direction you're facing.

ZANGIEF

■ **Spinning clothes-line**: Fire and push in the opposite direction you're facing.

GUILE

■ **Sonic boom**: Back and fire in one continuous motion.
■ **Flash kick**: Duck, push up and fire simultaneously (as quick as possible!)

DHALISM

■ **Yoga fire**: Push down, diagonally down forward, forward and fire 'em all in one movement.
■ **Yoga flame**: Crouch down, up and fire.

SABOTEUR 2

• Prism Leisure

This storming little number was featured on REEL ACTION 5 and, if used alongside Craig's general tips, completion could soon be within your grasp.

■ It's harder to use but a kick has more effect on guards than a punch.
■ Always keep a weapon in your inventory.
■ The panthers only take one hit to kill and a slight bug allows you to kill them without contact.
■ The instructions state that there's only one exit but there is another. Go to the far west of the complex and drop down the cliff. It will be a long fall but you'll survive.
■ Stopping or jumping whilst treading a tightrope will throw you off balance and to your death.
■ Most underground tunnels have bats, so watch out.
■ Start at the far west side and work across.
■ Don't fall down lift shafts.

Datel's Action Replay cart is the perfect peripheral to tuck into your serial port and the competition for one is always hot. The winner this issue is **Craig Ellis** from **Basingstoke** for his sensational *Saboteur 2* map and hints. Because you spent all ya half term and felt pens on this Craig, have a cartridge.

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FIRST SAMURAI

Ubi Soft

The essence of oriental action is excellently harnessed in this Commodore master piece. The levels are tricky and pretty large too so take note of the following advice.

LEVEL 1

A general tip for the whole game is not to rush into unnecessary fights. Keep out of trouble as much as possible and keep on moving. You need to collect four logs to cross the waterfall at the end of the level. All are relatively easy to find bar one hidden near the pyramid. To collect it, hack away at the small blocks on the pyramid which in turn makes a platform appear to the top left. Walk across this until you find the chest containing the log. To defeat the dragon at the waterfall jump from left to right while sword swiping — no problems.

LEVEL 2

In this level, four buckets of water are needed to put a fire out at the end. There are actually five buckets but those easiest to locate can be found as follows:
From the start go right as far as possible and drop down (use the wizard to put the fire out first though!). Climb up from where you gained the first bucket until you reach ground level, carry on up, hack through the wall and go up/right. Find the teleporter near to the start and go through it. Go left and get the lamp and the bell. Next, head right, call the wizard to stop the rockfall and get the chest. Go across the magic bridge and when you arrive you at the spikes go up and left to get the chest. Once done, find a bell and go down/left after crossing the spikes. Sit on the pot, go through the teleporter and dowse the fire (with help from the wizard). The metal octopus is a tough baddie to waste. The best tactic is just to hit and run repeatedly.

LEVEL 3

As long as you call the wizard every time he appears you should find all the blocks easily enough. Go past the dragon and walk right, down and left and as far left as possible (getting the wizard to build bridges as you go). Ensure you have a bell and all of the blocks in your inventory before heading to the teleporter because once through there is no turning back. Use the wizard and blocks to cross the spikes, kill the face huggers and snatch the coins.

LEVEL 4

Hack through the floor beneath you to find a reoccuring bell, go through all the bottom teleporters to get the lightning flashes. When you have all 4 flashes, get the bell and go through the top teleporter. Recharge the pot and wake up the robot with the bell following through with hit and run tactics. And watch for falling rocks!

LEVEL 5

The code is **QXZLMP** and the tape counter position is where the tape stops after level 1. All you have to do is romp off along the train and when you get to a high chimney, hack through the weak floor, walk along and climb up again. Upon reaching the end the train will conveniently stop so you can get into the engine and kill the driver. Either slug it out toe-to-toe or throw axes or daggers at him. Get the chest as soon as possible to replenish valuable energy. Walk into the cab to complete the level.

LEVEL 6

The code is **ZITRJM**. From the start, go up the ladder, right, up, left and jump the gap to find a reccuring bell. You need to collect four flying imps to demolish a wall at the end. Smash all windows because some can reveal hidden chests and an imp can be found in one. If you get stuck on a particular problem call up the wizard to see if he can help. If you come across a knife attacker treat him like the train driver. Don't waste the star on humans, it doesn't affect them. When the imps demolish the wall, jump down and recharge the starting pot. Confront the end level guard and whatever you do DON'T attack. Instead, crouch down and press fire very fast so your sword swings around to form a windmill like shield. The heads will leap out, hitting the sword. The monster will die when all heads are destroyed.

LEVEL 7

In this level you can go back into level 6 so any recurring chests you found there can also be used here. Your basic task is to find 4 snowflakes to freeze the geysers at the end. If you encounter any pools of water you can walk through them without any damage. The yellow platforms are tricky. To make it across them, first stand on a platform and wait for it to turn orange before leaping to the next. When the geysers are frozen hit them so they disappear. The dragon is the same as in level 1 except he hangs from the ceiling. Use the yellow platforms to jump up, hacking his tail to kill him.

TIPS CLINIC

Do Worthers Originals really restore your youth? Why do the worst videos always win on *You've Been Framed* and who on earth created Elizabeth Taylor? I don't intend to find these answers but I can help out with several of your game queries.

■ **Mr S M O'Brien** wanted a *Wizard Willy* cheat way back in issue 4. **Luke Croll** sent in this cartridge poke which should prove invaluable. For infinite lives type in 13585,173.
More pokes needed are any for *Heavy Metal Paradroid* because **S A Carter's** day would be made if they were to be printed.

Still on the same subject **Mr T Poole** from **Cumbria** would be very grateful for any poke in connection with *Armalyte*. Any offers?

■ **Carina Craig** *is a bit of a Creatures* addict and would very much like a cheat to gain infinite lives. I don't blame you for being besotted by the cutesy platformer Carina and if played along with this tip it'll appeal even more! When on the title screen wait for the music to stop and whilst the high score table is being displayed hold down CONTROL and tap 2 until the fuzzies start jumping and turning grey, giving Clyde infinite lives.

■ *Last Ninja 3* is a fine arcade adventure but has it's fare share of difficulties. One reader who's arts just aren't martial enough is **Richard Bettie** from **Kent**. Richard can reach level 4 and has the key mold, flow agent, dust mask, gold ingot, scroll and the staple but that's as far as he can get. **Zuber Ibraham** who resides in **Grawley** is just as stumped along with **John Land** from **Cardiff**. Can you help? Yes? Well get writing!

■ Oh what a sorry tale **John Templeman** has to tell. *Stifflip and Co.* has driven the man to the point where all his Force magazines are to be burnt in a large pit (unless we can help, that is). A sad story indeed John, but before you reach for the lighter fluid let me ask the world if they can solve your problem. If anyone has any idea about tips for this game please send them in so we can stop this fellow doing something he'll regret for eternity.

■ Two thunderous maps cascaded upon my desk the other day. Unfortunately they came just a little late to use but I'll try to cram 'em in sometime. **Sam Dooley** from **Manchester** sent them, and to compensate for your initial sadness Sam, heres your clinic enquiry. Heard of *Nonterroqueous*? Sam has, but he'd welcome hints with open joysticks.

■ Finally, **Paul Grant** asks for help of a differen kind. Not wanting to know how to make games easier, he wants to know how to make *Street fighter 2* harder! I agree with you Paul, but apart from playing with your eyes closed (though that's not tricky) I'm afraid I can't suggest anything else. Any ideas general public?

■ **Paul Rollie** is always being rushed into casualty. He can't play any game without causing himself grievous damage. *Strider 2* and *Shadow Warriors* are the most recent games to trouble him but a non-poke lives cheat would make playing a lot easier.

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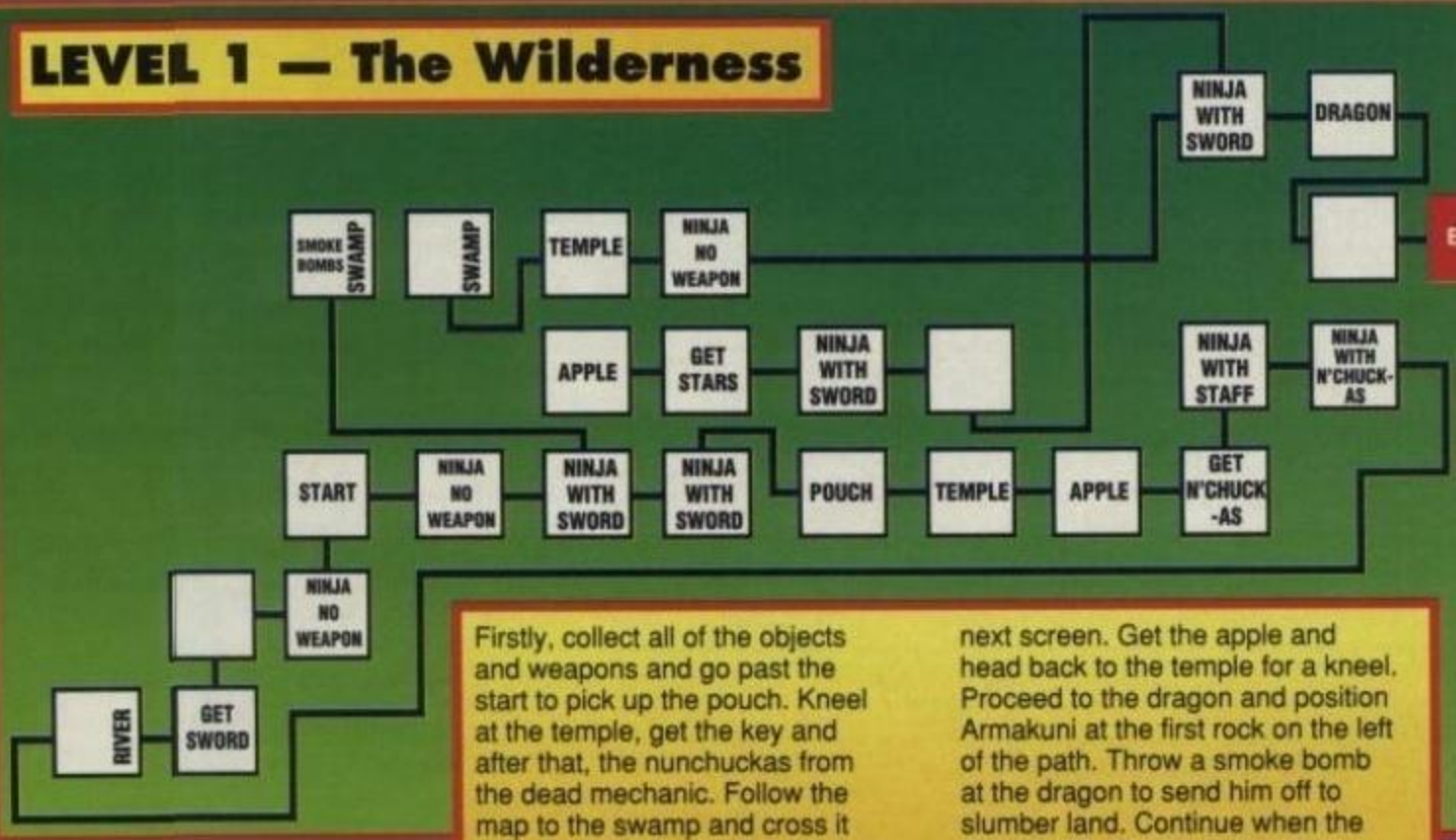
THE L NIN

Again Again

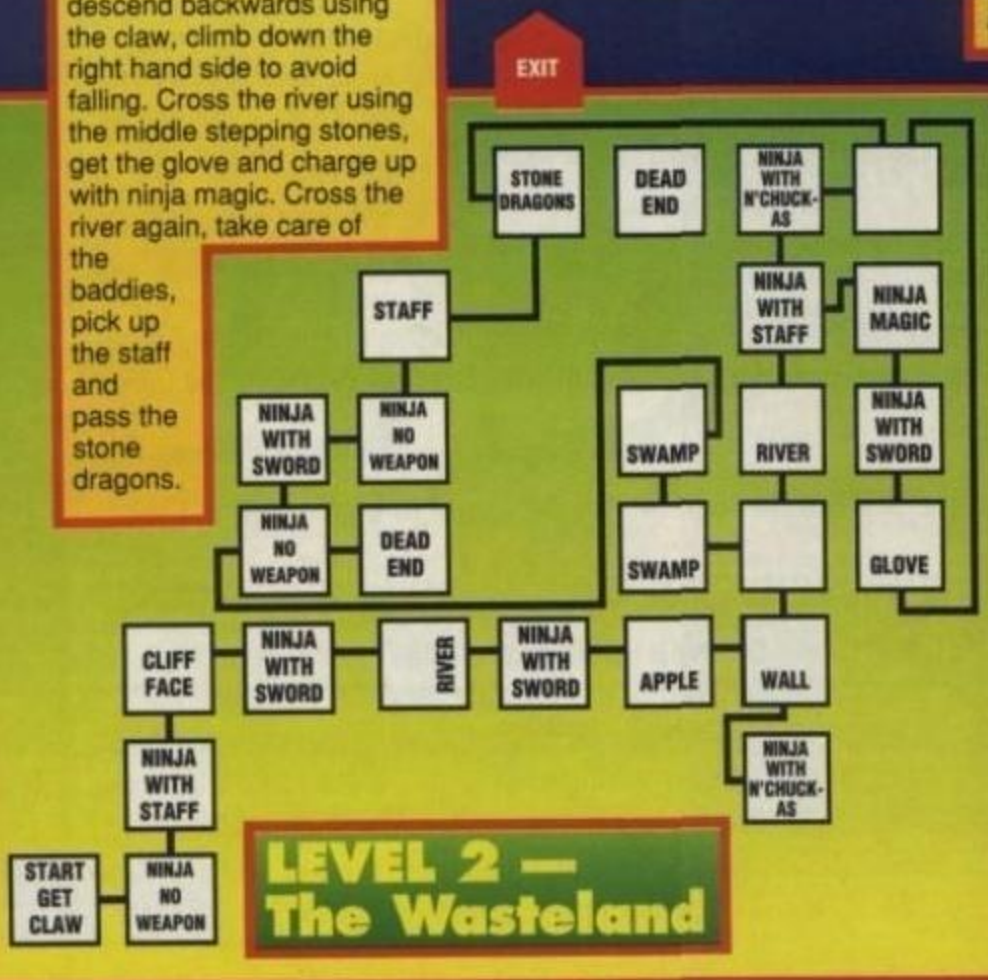
Recently re-released on a dynamic double pack this has been puzzling the most ardent of gamers. **Marcus Brown**, **Julian Appleby**, **Stephen Campbell** and **Kieran Munt** are just a few of many who wrote in begging for help. Maps and level guides were supplied by one hard working person but in typical fashion they forgot to include their name and address. Whoever you may be I hope sweet meats forever surround you.

LEVEL 1 — The Wilderness

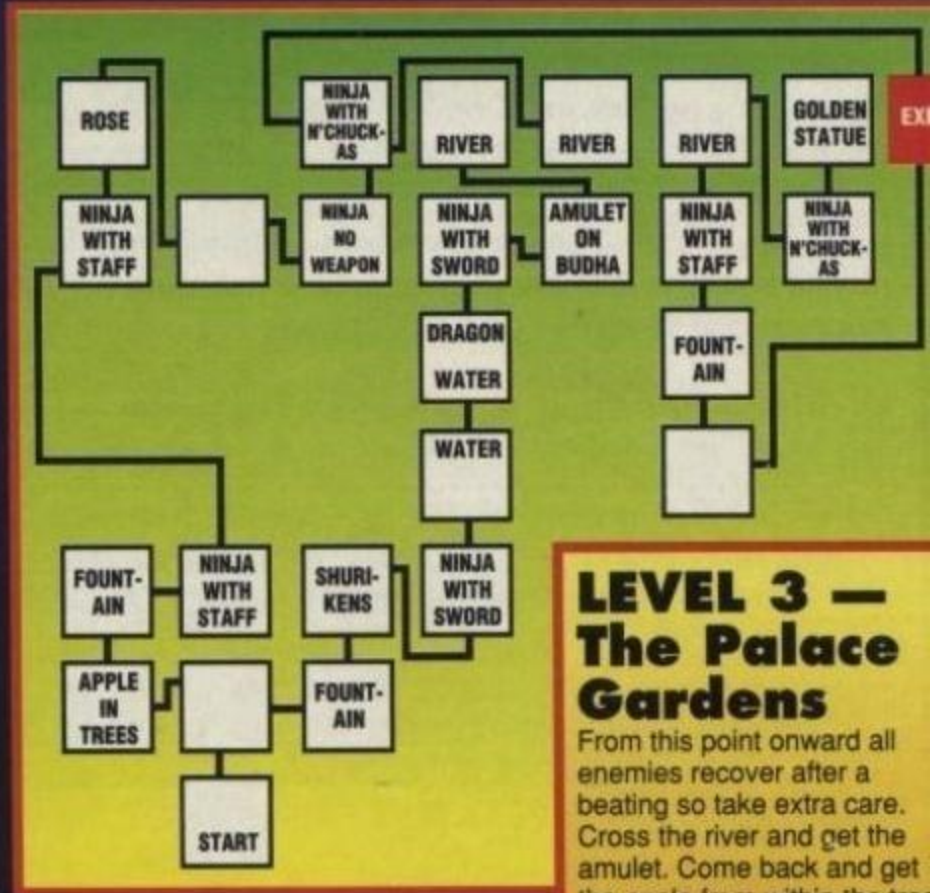


Firstly, collect all of the objects and weapons and go past the start to pick up the pouch. Kneel at the temple, get the key and after that, the nunchuckas from the dead mechanic. Follow the map to the swamp and cross it from the bottom right log, jumping across to the top right log on the next screen. Get the apple and head back to the temple for a kneel. Proceed to the dragon and position Armakuni at the first rock on the left of the path. Throw a smoke bomb at the dragon to send him off to slumber land. Continue when the beast nods off and don't come back.

Collect the claw from the right hand statue. Hold only this when at the cliff and ninjy will climb up. Jump the chasm, dispose of the baddies and get the apple. Upon reaching the wall, descend backwards using the claw, climb down the right hand side to avoid falling. Cross the river using the middle stepping stones, get the glove and charge up with ninja magic. Cross the river again, take care of the baddies, pick up the staff and pass the stone dragons.



LEVEL 2 — The Wasteland



LEVEL 3 — The Palace Gardens

From this point onward all enemies recover after a beating so take extra care. Cross the river and get the amulet. Come back and get the apple from within the tree

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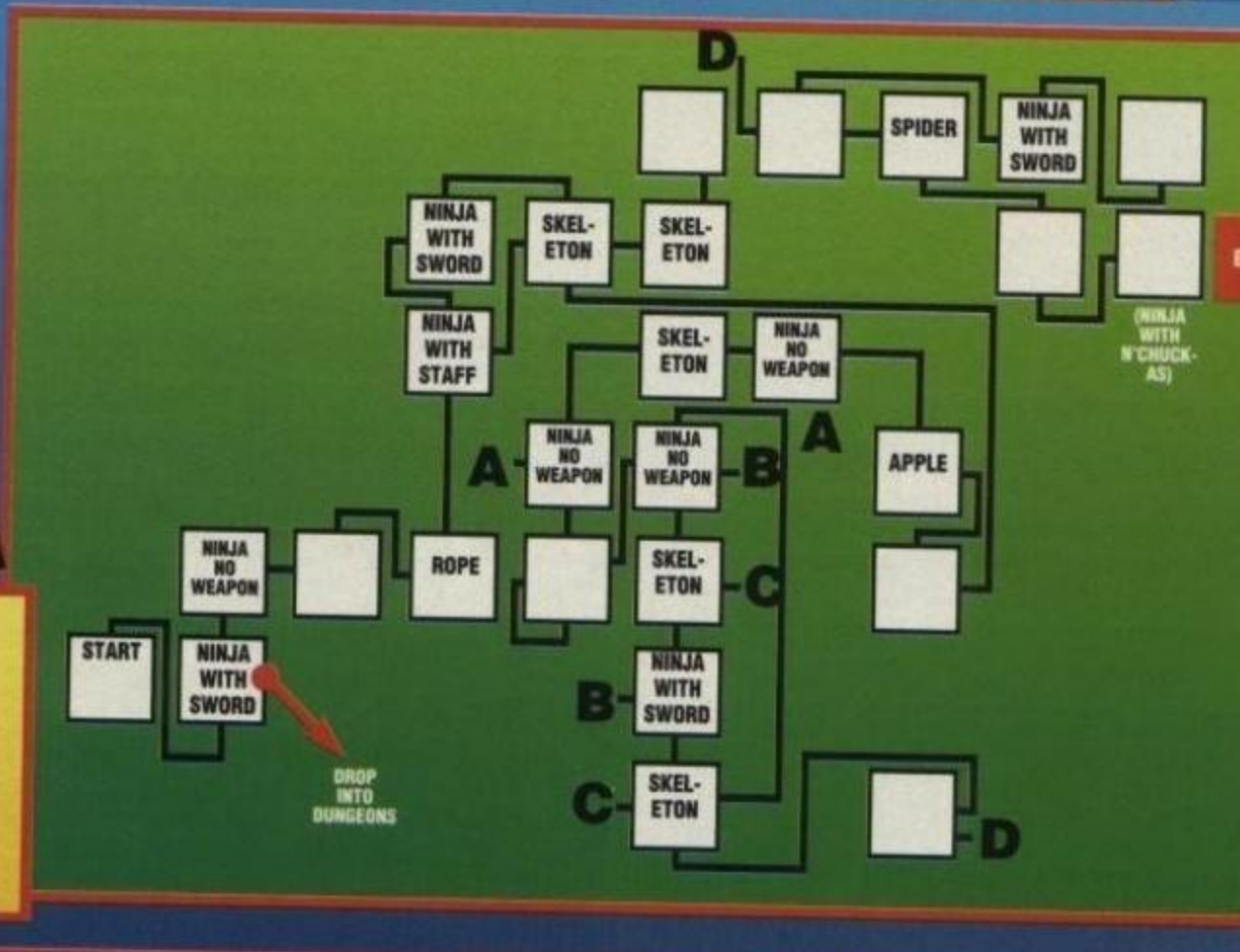
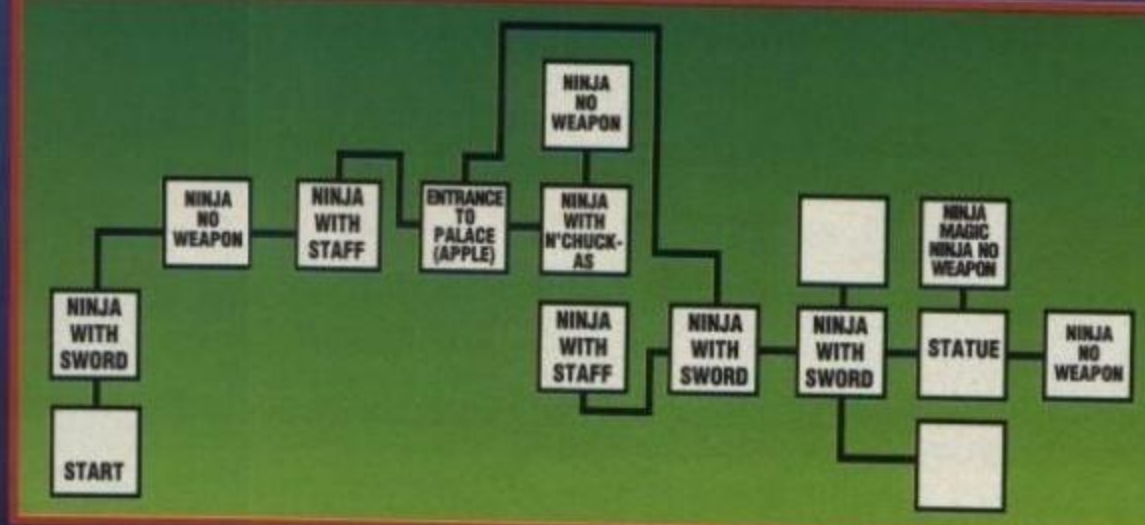
LAST NINJA PLAYING TIPS!



LEVEL 4 — The Dungeons

The only objects needed are the rope, apple and the ladder. Use the map to bypass the spiders as they're bad news. The best weapon to use against the skeletons is the staff. Stand at the bottom rung of the ladder and use the rope.



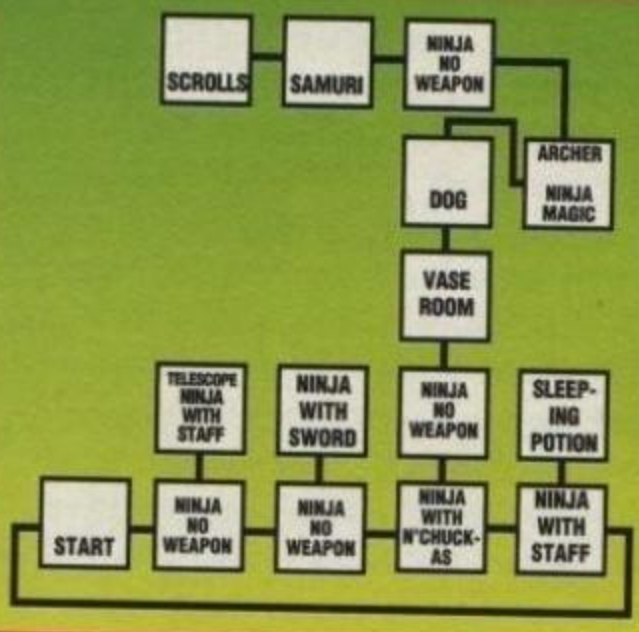
LEVEL 5 — The Lower Palace

First pick up the apple and use the key to enter the palace. Nip past the guards and, when at the upright stone dog, carefully edge past while remaining fairly close. His sword should miss allowing Armakuni to pass. Enter the room with ninja magic and get some more from the large grey pot on the right (Arm turns green). Go out of the room and up the stairs. Without the magic the stairs will kill you (as stairs do).

LEVEL 6 — The Inner Sanctum

Look through the elescope (purely for fun). Now go and get tle sleeping potion and return to the roomwith many vases. Have only the rose and ɔush the spotty blue and white urn on the left to open a secret door. Holding only the ɒtion, enter and advance slowly towards the dog. As soon as he moves lob the snɔze juice at him. Should you miss go back o the vase room and retry. In the archers room, pick up some of the blood spots on the yellow floor. Armakuni will now be red and will be able to get past the archer.

(you'll find it eventually). Move to the rose and pick it up with the glove. Carry on until you get to the gold statue. Hold only the amulet and kneel before the alter.



When the last guard is disposed of Shogun will appear. The best way to deal with this dude is to run into the room, swipe him and run out again. Repeat this until he lives no longer. Once into the scroll jump up onto the centre square, walk forward and collect the scrolls using the pouch (you did pick it up on level one didn't you?). And that, as they say, is history.

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PLAYING TIPS:

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Thanks to **Carl Dickinson, R Marshal** and **T Poole** and **John Miles** for the following stack of game piercing pokes.

All of these operate alongside an Action Replay but if you possess a Reset cart the only pokes which work are those accompanied by a SYS number.

- **Bangers And Mash** — 1726,173 / 15895,173 (Infinite lives)
- **Bubble Bobble** — 1240,189 (Infinite lives)
- **Carnage** — 37023,44 (Infinite time)
- **Crystal Kingdom Dizzy** — 39169,173 (Infinite lives)
- **Dizzy — Prince Of The Yolkfolk** — 9339,173 (Infinite lives) / 12123,173 (Energy)
- **First Samurai** — 11207,0 / 11208,0 (Infinite lives)
- **Hudson Hawk** — 8871,173 (Infinite lives)
- **Magic Rufus** — 44939,96 / SYS 16384 (Infinite power)
- **Ninja Warriors** — 2748,0 (Infinite time) / 15905,0 (Infinite energy) / 2666,0 (Infinite weapons)
- **Oli and Lisa** — 8844,165 (Infinite power) / SYS 7427
- **Pit-Fighter** — 2255,173 (Infinite lives)
- **Saboteur 2** — 50024,165 (Infinite energy) / 50379,0 (Infinite time)
- **Smash TV** — 41987,165 (Infinite lives)
- **Super Space Invaders** — 2943,15 / 2920,15 (Infinite lives)
- **US Tag-Team Wrestling** — 39948,61 (Infinite energy) / SYS 32768
- **Wild West Seymour** — 13421,173 (Infinite lives)
- **Lethal Weapon** — 5701,141 (Infinite lives) / 5707,141 (Infinite energy) / 4141,141 (Infinite ammo) / 45698,141 (Infinite time)

POKE CORNER

STREET FIGHTER 2

5063,173
7398,173
10841,32
10842,0
10843,9
10844,234
10845,234
10846,234
10847,234
10848,234
10849,234 (Infinite credits and lives)

ARNIE

13270,173 (Infinite lives)
14022,173 (Infinite weapons)
13603,169
13604,1
13605,234
13606,234
13607,131 (Invincibility)

OVERLANDER

13531,173 (Infinite money)
52492,109 (Mass of money)
49037,173 (Infinite rockets)
49126,173 (Infinite smart bombs)
49013,173 (Infinite flame throwers)
12895,173 (Infinite battering rams)
51488,173 (Infinite bullet protection)

OUTRUN EUROPA

5323,36 (Time)
5457,36 (Credit)
48439,1 (Boosters)
48440,1 (Rocket)

BATTY

2828,189 (Infinite lives)
2048,72
2049,169
2050,0 (Infinite bats)
SYS 28692

SUPER SEYMOUR

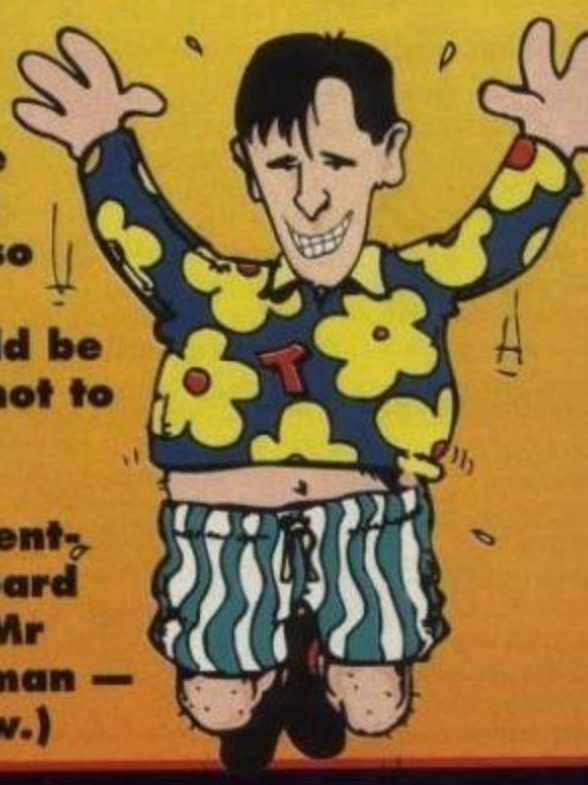
2943,15
2920,15 (Infinite lives)
2923,217
2922,217 (Bonus)
SYS 23306

HALL OF FAME

Large hugs and verbal pleasantries to the following readers who's work didn't quite reach us before going to press but stand a fair chance of featuring in forthcoming Forces.

■ Andrew Vincent (W Sussex), Adam Robinson (Peterborough), John Yianni (London), Nicholas Dayton (Somewhere), J Button (Suffolk), B J Clarke (Essex), Luke Croll (Kent), Brian O'Neill (Dublin), Robert Jeffries (Luton), Paul Cresham and Ryan Barratt (Wiltshire), Richard Beckett (York), Darren 'Format?' Brooks (Bolton), Henrik Christensen (Denmark), Stephen Corkish (Isle of Man), A Hopson (Wiltshire), Rufus 'lightpen please' Ford (W Sussex:), Rash (?!) (Derbyshire), Marc Rye (Somerset), Darryl 'Grovel' Williamson (N Ireland), Simon 'yours sinserly' Wilson (Co Down), Shajat 'hello Haroon Jalani' Hussain (London), David Provalock (Dumfrier), Joe Mason (Notts), Robert 'send your adventure in and we'll let you know' MacDonald (Twickenham), Alex Nicholls (Dorset), Mark Algrim (Lincolnshire).

Feeling lucky? Fancy a Replay cart? Well come up with some devilishly good game cheating garb and one could be yours for the keeping! Grab an envelope, chuck in yer work, smack on a stamp and address it to: The Tipster, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Finally a quick word to David Knee from Leeds. I'm not in charge of the Easy Lives program on the Reel Action tapes David so get your facts right before complaining, and tapes should be returned to Ablex as stated not to us. Next time, instead of becoming 'absolutely outrageous' just calm your pent-up nerves and think. Ever heard of manners? Shame, shame Mr Knee. (What an unpleasant man — The COMMODORE FORCE crew.)



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Have you even wanted to walk around dodgy parts of town wearing a silly hat and saying things like 'Ello, ello, ello' and 'You're nicked'? You have? You must be flamin' bonkers, mate!

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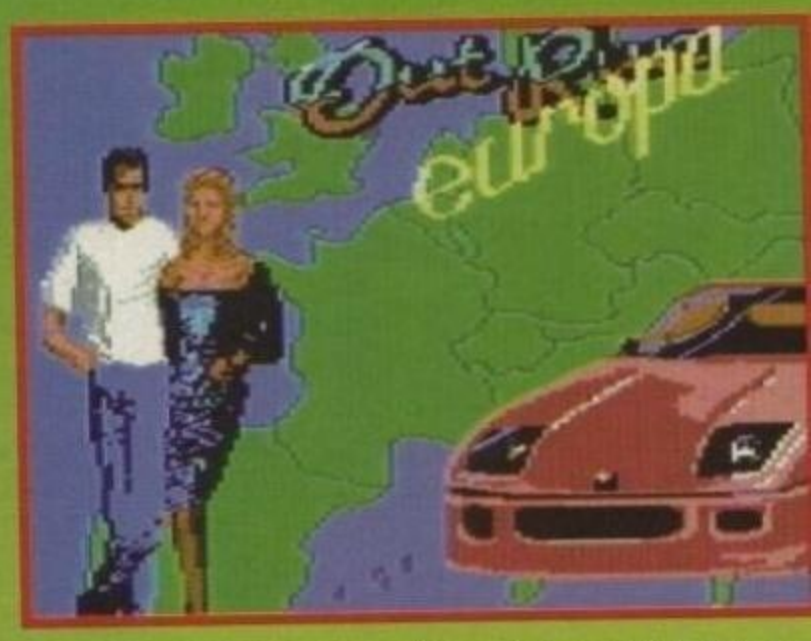
DRIVING FOR THE KIXX



Remote control cars are a bit special aren't they? Milo, our editorial assistant, thinks so. He's been running around the office making engine noises for hours today — obviously he doesn't use ordinary zinc-carbon batteries. However, his obsession can make conversation a little difficult.

JAMES: How are the screenshots going, Milo?

MILO: Brrrrrrmmmm, Brrrrrrrmmmmm, MEEP MEEP!, Brrrrrrmmmm.

JAMES: You've finished the screenshots but you've got some bad news for me?

MILO: Brrrrrrmmmm, MEEP!, Brrrrrmmmmm!!!

JAMES: Our beloved Managing Editor has been kidnapped b the previously placid budget software house, *Kixx*?

MILO: Brrrrrmmmmmm! MEEP MEEP!

JAMES: That's terrible! What are we going to do!

(*sound of telephone ringing. JAMES answers it quickly...*)

KIXX: We've got Steve. If you want to see him alive, you'd better do as we say...

As you can imagine, we were a little confused. What would the budget masters want with our Managing Editor? Well it turn out they have 2 radio-controlled Ferrari F40s to give away, alon with 10 copies of the splendiferous *Outrun Europa*. They want us to run a competition for them, otherwise they'll burn Steve's hat, wash his hair AND remove his earing (tortures worse than any psychological interrogation).

So, to win one of the two first prizes or the ten runners-up games (and save Steve's relative sanity), simply answer this easy question...

Why did the chicken cross the road?

A: He'd been for a quick pint and wanted a curry?

B: To get closer to a particularly attractive hen on the other side?

C: To go into a shop over there, where he intended to buy a couple of *Kixx* games and a copy of COMMODORE FORCE.

Answers on a postcard (or the back of a sealed envelope) to:
DRIVING FOR THE KIXX COMP,
COMMODORE FORCE,
IMPACT MAGAZINES,
LUDLOW,
SY8 1JW.
Be quick now — Steve dribbles enough already...

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MANGRAM'S MAIL BAG

There've been a few changes this month, not least the return of James Price to the fold after four months away. Welcome back Jim, like the new hairdo. Sadly, some things always stay the same — my wages are as meagre as ever with no sign of the situation being remedied. On the up side the mail bag's bulging at the seams with all your lovely letters. After years in the game I never tire of reading them. With the demise of the poor old speccy it's heart-warming to see so much steadfast support for the good old 64. Keep 'em rolling in, but now on with this months chatter...

LOST SCROLLS

Dear Mr Lloyd,
In issue one a girl wrote to the playing tips section explaining where the scrolls are in *Flimbo's Quest*. I own the cartridge version of the game and the tips don't work. Is it the same game?
Please help
Miss N Davis, Stannington, Sheffield

● *After consulting the Tipster, we eventually came to the conclusion that... we haven't got a clue! Can any other readers help Miss Davies in her plight?*
LM

PUBLIC CONVENIENCE

Dear Whoever,
I purchased your mag for the first time the other week (issue 3) when I saw Public Sector concerning demo disks. Being a disk drive owner I was wondering where I can buy them from and how much they will cost?
M Taylor, Earlsdon, Coventry.

● *Binary Zone PD can usually supply all disk-based PD featured in Public Sector, you can contact them at 34 Portland Road, Droitwich, Worcestershire, WR9 7QW.*
Far be it for me to insinuate, but your enquiry wouldn't have anything to do with those naughty demos, would it?
LM

NIGHTIME IN WIRRAL

To whom it may concern,
I recently purchased a Commodore C64 and am looking to buy a suitable disk drive. I've heard some drives cost from as little as £50 to as much as £150. The problem is that most people I speak to for advice (including my local comp shop) say that I've wasted my money on such an out of date computer. Maybe I have, although personally, I'm pleased.
Please help as I'm totally in the dark!
Graham Sheard, Port Sunlight, Wirral.

● *Firstly may I congratulate you on buying the best home computer around. Who do these shopkeepers think they are telling you you've wasted your money, I don't know.*
As for your query on disk drives, I'm afraid like many things you get what you pay for. In the office we use the 1541 Mk II available from Datel (see their ad elsewhere in this issue). I'm afraid it's at the upper end of the price range you quote (£149.99) but it's robust and reliable. For more detailed information on what's available you could try writing to Brian Strain at the usual address.
Well done again for sticking by the 64.
LM

WILL YOU STILL PLEASE ME?

Dear Lloyd,
As you're a mega-trendy dude (that bag has started a new fashion wave in Crewe), I thought you might like this great song I've written.
To be sung to the tune of 'When I'm 64'
When I get home I load up my games,
Like *Dizzy* or *Seymour*,
Sometimes I load *Creatures* or *Flimbo's Quest*
64 games — they are the best!
Cheaper than others, with better gameplay,
Who could ask for more?
And it's still here, after nearly ten years,
The brilliant 64!
It could be handy, with your homework,
Can a console do that?
You can forget Sonic or Mario,
Clyde Radcliffe is easily the biggest hero.
Load up a game and see what I mean,
It's the best by far!
And with thousands of games you will,
Never get bored
With the trusty 64!
Pop into your games shop, look at the games,
From as little as £4!
Console games are too expensive by far,
Street Fighter 2 - £65!
It's best for games and business as well,
You couldn't want for more!
So stick with the best, forget all the rest,
The awesome 64!
By the way, where's Fatty Phil? Losing Stuart and Robin was bad enough, but this is the last straw! As founder member of the Fatty Phil fan club (£5 admission fee), I demand the sheep shearer returns! Um, that's about it.
Goodbye!
Matthew Withers, Crewe, Cheshire
PS Please print this, it's the fifth time I've written!

● *Mega trendy dude? Well, maybe. As for Phil, he's left the sunny shores of COMMODORE FORCE to work for our sister magazine AMIGA FORCE, but there's a possibility he'll be popping back from time to time.*
As for the song, I think you'd be better off dedicating time to your FP fan club.
LM

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IAN IN ZOMBIE HORROR SHOCK

Dear Lloyd,
As a seasoned computer-game player and musician, I always keep an ear out for the music that accompanies games. As a way of introduction to the forthcoming point, I present my favourite Commodore Game Music:
1. *Ghouls 'n' Ghosts*: Were these stunners original Tim Follin compositions or just the standard coin-op music? As the Mega Drive version's the same, did Tim himself code it, or did someone else rip him off?
2. *Turrican* (Levels 3-1/3-3): Brilliant... simply brilliant! For anybody who has not yet reached these levels, slap it on immediately.
3. *Turbo Outrun*: Jeroen Tel demonstrates his genius through both the in-game tunes and the 'live' performance of that *Outrun* ditty.
4. *Last Ninja III*: Many think this music's a bit ordinary, but it really is inspired. The intro and the marvellous fire/wind/water/void sounds really need a good few listens to be fully appreciated
5. *Monty on the Run*: The game has aged but the music has really stood the test of time. Core's update of this 'timeless classic' really made my eyes water! It's worth buying for the music alone.

Other faves include *Glider Rider, Last Ninja, Power Drift, Ghosts 'n' Goblins, Wizball, Bionic Commandos, Navy Seals* and *Jet Set Willy* (Bach's first two-part invention).

Please understand that I, like many, haven't played every computer game, so don't write in moaning about such-and-such a game's music being overlooked — I'm only human; one excuse you'll never hear from Ian Osborne!

I'm sure you're aquainted with *The Untouchables*, and are wondering why it didn't make it onto my list. The music, attributed to Jonathan Dunn, isn't his. I have a book of piano Rag-time music by Scott Joplin and the piece in Level Two is written by Joplin entitled 'The Cascades'. I'm not accusing Jonathan of blatant plagiarism, but it annoys me that his name alone appears on the credits. If he did steal the music, I think something should be done.

Please Lloyd, could you clear up this legal situation? Esther Rantzen (& teeth) said no!

Derek Scally (The Banned Brain), Raheny, Dublin 5.

To my mind (or should that be ears?) Tim Follin is the best computer musician around at the moment. Other classics of his include LED Storm *and* Agent X 2 *— if it's an aural treat you want, you can't go further wrong than checking these out.*

I belive Johnathan Dunn used the music because it fitted the game (and film's) forbo ling atmosphere. I don't think for a second he intended to hoodwink people into thinking it was his own creation and as far as I know, nobody owns the copyright — so there's no reason for a credit to appear.

LM

PUT THE CAR-BOOT IN

Dear Lloyd,
Please refrain from threatening us poor readers by saying you'll 'leave'. COMMODORE FORCE would sorely miss you, and therefore I want to be one of the first to wish you a very happy birthday. Anyway, this is what I wrote in for.

Recently, I purchased a number of games that were 'distributed electronically', in which I had to wait whilst the shop keeper copied the originals and sold me the duplicates. Is this legal? I also attended a car boot sale and one stall was selling copied games. Now, I'm not talking about hi-tec equipment and high-density disks, but a man who had literally copied all of his games onto blank disks and cassettes and was selling them at just under full price. I kept clear for obvious reasons. What are your views on this subject?

Russell Fitzgeorge, Sheldon, Birmingham

Thanks for the sympathy, but where's my card? Honestly, you kids...

As for the matter of piracy, legitimate software stores HAVE come into existence where the proprietors are given permission to duplicate games while you wait. This means a larger amount of titles can be held on master disks and be filed away with a minimum of fuss and storage space. Another positive poin is that it's generally cheaper, because you're not paying for glossy packaging designed to catch your attention in the first place. The system they use, by the way, is called EDOS (Electronic Distribution Of Software).

If any readers have any doubts about seemingly unscrupulous suppliers (like your shadey market-stall creep!), write to: FAST, 2 LAKE END COURT, TAPLOW, MAIDENHEAD, BERKS. SL6 0JQ. Software piracy is a is criminal in both senses of the word; it means that we have to pay MORE for our C64 games as a result. 'Nuff said?

LM

THROW DOWN THE GAUNTLET

Dear Lloyd,
A few squillion centuries ago, our dad bought the compilation *Giants* for our 64. One of the games included is *Gauntlet 2* and me and my brother spent all afternoon trying to conquer it. With a two-player game well underway we found that, when dying, you can re-join after 5 seconds providing at least one player survives while the time passes. When reaching level 50 (thanks to an infinite lives cheat), we were hoping for some kind of congratulations message as there were only about 10 seconds of tape left — no such luck! Level 51, 52 and then it just stopped. Later, we read up about the game only to find there are actually 1124 levels! Would we have to buy the remaining levels on another tape or was this a mistake? If this is the case why isn't the tape labelled 'about 1/20 of Gauntlet II'?

Thor the Warrior and Thyra The Valkyrie (Becky and Richard Beckett)

I've spoken to US Gold and they're sorting things out as we speak. Expect to hear from them in the not-too-distant future..

LM

FOR YOUNGER VIEWERS

Dear COMMODORE FORCE
I bought a C64 for my five year old son and while looking through a couple of Commodore mags we noticed there was a great selection of games available for young children; *Fireman Sam, Postman Pat* etc. My son was so excited, that we went off to Doncaster to buy them.

In Doncaster there are three computer stores which stock C64 games. Store 'A' had a decent selection but nothing really suitable for younger children. I enquired if they had *Thomas The Tank Engine* only to be told that I could get a copied version without the original sleeve instructions. I thought copying was illegal! Store 'B' was similar but also ordered requested games. These had basically the same, but offered to order the games. Store 'C' had only four games available, disgusting. My son was gutted that we could not purchase any of the titles he wanted, even though they are top ten chart toppers. I was beginning to think most stockists were the same, until I stumbled on a pokey little shop called Microtron in Pontefract, W Yorkshire. It was unbelievable, our shed was bigger than the shop yet the C64 selection was fantastic, especially for young children. We were spoilt for choice, and within a couple of minutes a member of staff was right on hand to advise me on which software was suitable for my five year old. If there was ever an award for best C64 stockist store this would get my vote. For those unable to reach Pontefract and are suffering the same problems in obtaining games they may be interested in The Gas Club which is a great free membership kids organisation so please print their address.

Thanking you

Desperate Dan, Disgusting Doncaster, S Yorks.

We'd be happy to print the address only you didn't enclose it you 'nana. Actually a similar thing happened to me a few months back. I drank a half of bitter and forgot where I lived. As luck would have it a giant pink watermelon offered me a lift home but strangely when I woke up I was nowhere near my house.

The moral of the story is — Never accept lifts off watermelons as they're totally un-reliable.

LM

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RAMPANT REVIEWERS

Dear Lloyd,
It's good to see you back in the C64 world, where you are wanted. Now a few points that I think need straightening:
1. You say games can be ordered through the Forcefield Plaza, fair enough but how do you know whether a game is still available or not? I want to know if I can get *Track Suit Manager*.

It couldn't be easier! Write to them at: Europress Direct, FREEPOST, Ellesmere Port, South Wirral, L65 3EB or simply give 'em a ring on 051 357 1275 and they'll tell you there and then.

2. I saw the Forcefield Plaza 'Software Megadeal.' But it only covers games costing £4.99 or above. Does this mean I can't get £2.99 or £3.99 games from you?

Unfortunately your assumption is correct. It's sadly not cost effective to offer deals on games under that price range. Such is the cost of living in these recession hit times.

3. Concerning the debate about the amount of reviewers to each game, I feel you're correct in having two reviewers to each but isn't three going a bit far?

Only the rave review and occasional really high profile releases are assigned three reviewers.* Street Fighter II *for instance. The idea's to give our readers the best possible chance to make up their own mind. I take your point that it could be over-done. We'd be happy to hear from other readers on the subject.

3. Are there any more *Space Crusade* style games.

Yes! Check out Gremlins Heroquest (now out on budget) or Blades brilliant Laser Squad.

Darryl 'stupid first name' Williamson, C/o Armagh.

Thanks for the compliment, it's good to be back. Anyway, I hope that little lot helps.
'excellent last name' LM

LIVING IN SIN

Howdy Lloyd
At the moment I'm onne very p****d off Commy Force reader.
I have about 100 gaames and utilities for my C64, most of which were boought at the local Virgin Megastore. Today I boought Heroquest and RBI 2 for a grand total of £8.98 3 (very reasonable) but I had to search all over the city centre for somewhere to buy them as Virgin have stopped selling 64 games. When I asked why, no answwer was given. Please pass on this message to the ddozy pillocks at Virgin HQ.
TAKE YOUR HEAAD OUT OF YOUR BUM AND START STOCKING C64 GAMES AGAIN!
I'm not going to asask any stupid questions because if people reead your wonderful (lick, lick) mag correctly they wwould get all the info they needed. Kick Butt
Andrew 'Angry Person' Newton, Nottingham.

Now Andrew, calalm down. Deep breaths. Feel better? Seriouusly, if anyone from Virgin's reading this — you u're losing business chaps.

WOAH THERE DANIEL

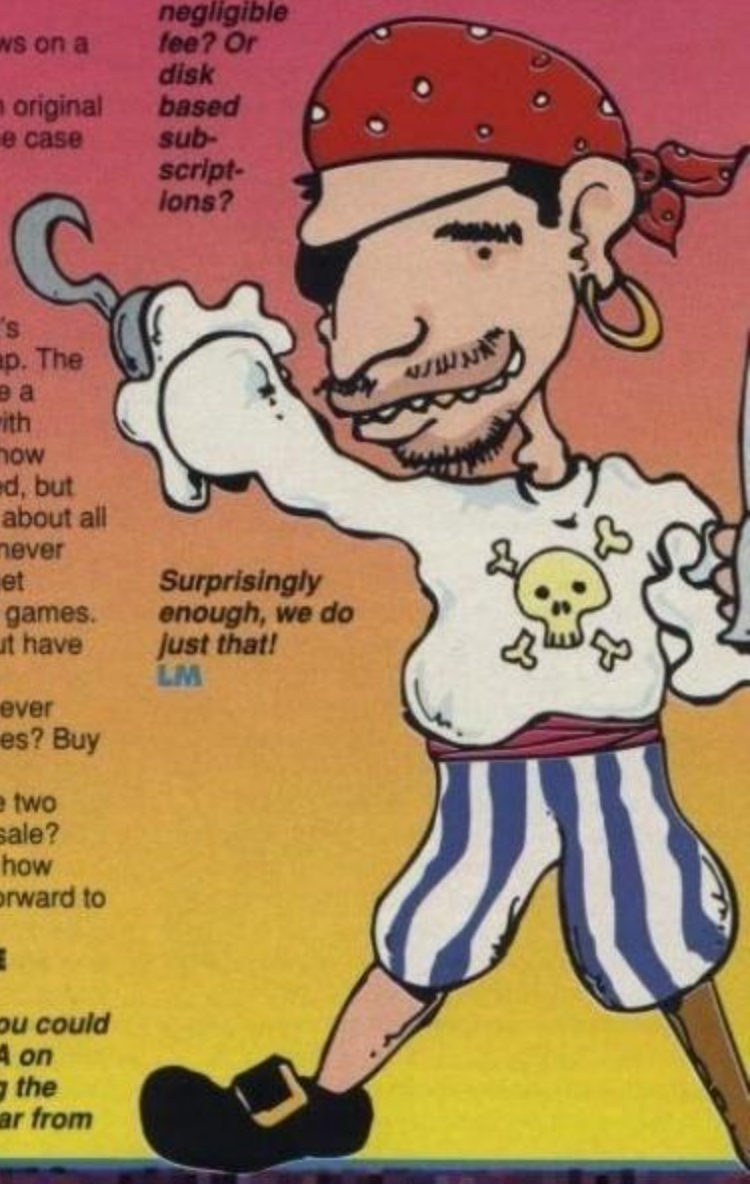
Dear Lloyd,
Having been fortunate enough to visit England, Germany and the USA in the past two years, I thought I'd share some notes I took about the software support for the good ol' 64 in the respective countries.
Having read that 85% of all American households own a Nintendo and recalling the States to be the root of 'console mania' I feared that the '64 would have been forgotten by now. How wrong I was! Games are given more shelf space than the Amiga and IBM software! It's a totally different market than the one Europe's used to though, with the majority of games being domestic products like NES and arcade conversions. The only European software I could spot was a very recent *Last Ninja 2* import. RPG's are also very popular in the States, such as the *Ultima* and *Dungeons & Dragons* series.
Knowing the very best software houses were English, I knew I could find a wide selection of Commodore games in London. I went to a lot of computer shops but the only place I found any software was the enormous Virgin Megastore who had a fairly big C64 section.
Whilst in Germany I got the impression from the brilliant '64-er' magazine that interest in the commie was big in this country, and indeed, the shelves were bulging with all sorts of delights!
Support for the 64 is much bigger than I imagined and especially with the demo scene which is where the C64 really shines, sprouting as much talent and innovation as ever
Now for some suggestions. Firstly, could you please do some more RPG coverage, Bash Yer Brains doesn't quite cut the mustard. Why not have a detailed round-up of the *Ultima/Bards Tale* series.
You said that *Gateway To The Savage Frontier* and *Secret Of The Silver Blades* weren't available for the C64. Well they are! My friend's dad bought them in the US!
Have a very happy birthday!
Daniel Sterner, Vasteras, Sweden.
PS How about another reviewer's profile like the Zzap! lads in issue 21 1986? Also, could you tell me what happened to my favourite llama-loving hippie Jeff Minter? If he still exists, how about an interview?

Would you really want another reviewer profile? It was fine back in those days when we had real men on the team. Who wants to read about the wishy-washy individuals who infest the office these days? Just kidding guys! If it's a reviewer profile you want, then a reviewer profile you'll get... maybe.
On the Jeff Minter front, as far as I know he was last heard of doing Shareware software for the Amiga, poor fellow.
LM

PIRATES ON THE HIGH SEAS

Dear Sir,
I'm writing this letter to you to air my views on a much discussed problem — PIRACY.
In the UK you can choose between an original and a copy. I can assure you this isn't the case here in Greece.
There was a time when it was quite easy to find an original game at computer shops (four years ago). However, the situation is now so bad that if one is lucky to find a C64 game, it's likely to be five years old and usually crap. The only way to get a decent game is to have a word with those men round the corner with parrots on their shoulders. I don't know how their system works having not yet phoned, but I've been tempted. I can't stand reading about all those new releases and knowing I may never play them. Why don't software houses get organised and force shops to stock C64 games. I've considered mail order companies but have been put off after seeing readers letters complaining their goods were faulty or never delivered. What would you do in my shoes? Buy a new computer? An Amiga? A PC?
One last question, why don't you have two versions of COMMODORE FORCE on sale? One with tapes and one with a disk and how about some utilities on them? Looking forward to your reply.
John Kopsidas, Athens, GREECE

If it's original software you want, you could order it from the FORCEFIELD PLAZA on page 64. Congratulations on resisting the temptation of piracy — it's nice to hear from a scrupulous reader every now and again!
Two issues of COMMODORE FORCE on the shelves? Wouldn't it be a great deal easier to offer a tape to disk system for a negligible fee? Or disk based sub-scriptions?



Surprisingly enough, we do just that!
LM

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WET KIPPER of the month

UNMASTERED DISASTER

Dear Sir
When I purchased COMMODORE FORCE Issue Four I was unable to get the game *Golf Master* to load. In fact I was unable to get that side of the tape to load. I took it around to a mates house and it still wouldn't load but his *Golf Master* loaded on both mine and his so could you please tell me what I should do about my tape?
RA Mycroft, Folkstone, Kent

● ***This is a situation which unfortunately arises from time to time with computer cassettes. Your tape is, to use a little industry jargon, faulty (stop me if I'm getting too technical). Fortunately this sorry state of affairs is easily rectified. Simply place the offending tape in a jiffy bag and send it to:***

ABLEX AUDIO VIDEO LTD
HARCOURT
HALESFIELD 14
TELFORD
SHROPSHIRE
TF7 4QR

Supply them with your name and address, and a brief note explaining what problems you have, and they'll send you a working copy (usually by return of post).
LM

OFF (WITH) HIS HEAD

Dear Lloyd
Your eyes are not deceiving you. It's me! I know you've missed me, but now I'm back. Oh aren't these letters stupid? Ahem, now on with the letter...

I agree with Eric Knott from Kerry; Miles and Chris do slate games. Nothing gets a high score these days.

Back in Issue one you printed a letter titled THE BATTLE RAGES ON... This letter was of course MINE! Three issues on I've received nowt! It's caused me a great deal of stress

PUTTY? DON'T BE SILLY!

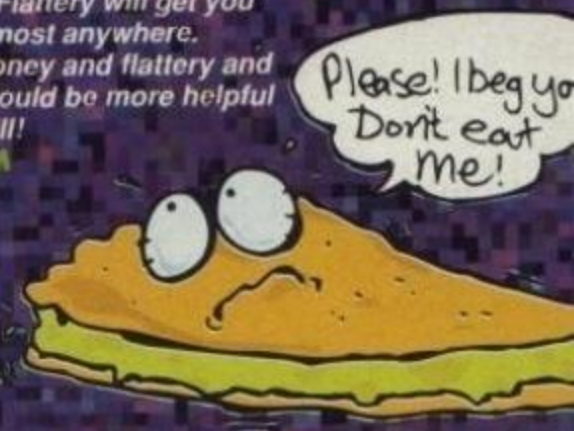
Dear Lloyd,
Sir, megatastically, brilliant, cool person.

Guess what, I've some questions for you:

1. Will *Putty* ever be released on the 64?
No! Next question...
2. How can you put a digitised voice into a game?
Send an SAE to Brian Strain and you'll get a personal reply!
3. How do you send a self-made game to a company like Zeppelin?
Software companies are always on the lookout for new talent. Write them a nice letter for info on how to submit a programme and I'm sure they'll be only to pleased to help.
4. Is *Lethal Weapon* any good?
Hmm, fairly average really. Take a look at the review in issue 5.

Peter Tuffin, Worthing, W Sussex.

● ***Flattery will get you almost anywhere. Money and flattery and I could be more helpful still!***
LM



WE ARE NOT WORTHY

I would like to thank you, and the rest of the editorial staff for having the ability to produce a computer magazine worthy of the 64. I, myself, have been with you since Zzap started in May '85 and have since moved with you in the easy transition to COMMODORE FORCE. In those eight years we've had a new Prime Minister, satellite TV, the fall of the Berlin wall and the refinement of the Pot-Noodle. In all this time I've looked for a quality (and that is the keyword) publication to cater for my needs as a C64 owner.

Like many older 64ers, I started out as an arcade player, but progressed with the evolution of computer games to become fan also of adventures, simulations and strategy to name just a few game types available. Throughout this period I have required a reference tool and Zzap and now CF have been that and will be for some time to come.

The decline in new software adds a new perspective to the 64 world, namely what happens when the new software dries up. Yes we will still have people programming, so PD stuff will continue for a while, but what happens when the big software companies stop producing games? Will that truly be the end of the 64, or will magazines like CF become more of a fanzine? Before people say I'm a 'typical' computer game addict, socially retarded and not worrying about public issues. I would like to state that I'm a normal 20 year old who has grown up with the machine, and thought that games would keep getting produced indefinitely. So although this letter seems to be negative it does have a huge positive message, and this is to be grateful for the ten years of gaming the 64 has given us. The C64 has helped people to write superior games with faster, better routines. It's helped increase the calibre of sound and graphics, forming a platform to express itself helping the video game market worldwide.

What I am hopefully giving 64ers, new and old alike, is a reason to keep KEEP their 64 — one of the finest back catalogues around. I hear so many people 'upgrading' to a SNES or Megadrive, but think of the quality 64 games give for a tenth of the price. It's something I would never sell.

Therefore, I give you the Commodore 64, an exemplary entertainment system entering a new decade as the worlds best selling computer. Here's to the future, I'll be there no matter what and I hope that CF and its readers will be to.

Yours nostalgically
Jon Kavanagh, Morden, Surrey

● ***Thanks Jon, for a very well written and articulate letter. Rest assured, as long as there are Commodore 64s there will be COMMODORE FORCE. Unfortunately for all the hours we work we can't pep up the number of new games coming out. By way of a small reward though, for your loyalty above and beyond the call of duty to the C64, please accept Letter of the Month and a hearty slap on the back from all the team. We continue striving to give you the best all-64 mag around.***
LM

HUMBLE PIE

Yo I loyd
It is I, Captain criticism once again, but now on a totally different mission. I come in peace and am truly sorry for the grief I caused your rookie reviewers, Chris and Miles — I take back all the nasty things I said about you. Lloyd was right, I should have given you a break. I was a bit peed off after what you said about Emlyn Hughes and Microprose Soccer as I really like them but I gues people have their own opinions. Since I wrote tha hideous letter I've been taking a lot of notice of your reviews and I think you're great because you're honest and that's the way to be. No cock and bull, just straight out with it. Then people kno which games to buy — you can't go wrong. I also think you're a lot fairer when it comes to decent games compared to veteran Zzap reviewers. I'd been flicking through a few old Zzaps and notice when full price games were reviewed, some of them weren't given radical ratings. Now, I see several of these games on budget reviewed by you and I found your ratings very fair. Good luck for the rest of your tour of duty.

Now onto you Lloyd. You were right, I did contradict myself in my last letter and it was pret foolish of me not to notice, but I had a fair idea o what I was on about, didn't I? ***(Did you? - LM)***
Slán leat (Goodbye) as they'd say in Irish
Eric Knott, Kenny, Ireland

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LETTERS!

so (well not exactly) but please send me my prize.

What's Happenirg is good but Drop Who's Playing What and bring back Zzap Zoo, Zone type jobbie. Don't listen to anyone else but me. Lucy Hickman and Ms Whippie were brillo, bring them back.

Now after that interesting insight I shall ask you some normal questions.

1. Amn't I cool at typing?

No!

2. Diary of a game, give me one now (please)!

I beg your pardon?

3. Sonic and Mario are crap so why does everybody create such a fuss about them?

You've stumped me there.

4. Are Audiogenic planning a data tape/disk for World Class Rugby now the rules have changed?

Not to the best of my knowledge.

5. Please don't answer my questions straight underneath, OK!?

OK.

6. Why do people always write stupid questions like this?

Why do I bother answering them?

7. Why ar... (snip)

Sorry Paul, but the rest of your questions are so boring I'm not printing them.

Well bye bye Lloyd. I'll finish up by saying hello to my sister cos she reads this mag as well, hello Sarah!

Goodbye

Paul O'brien, Cork, Ireland

P.S. Gasp! Horror! Yuck! Ahem. I know where the satanic film-planners have gone, they now run a little bed & breakfast near me. It's painted disgustingly bright orange and an equally pukey green. You'll never guess what it's called... *(Hells Hole, perchance — LM)* HELLS HOLE!

● *Bring back the tyranical regime of Herr Hickman, surely not! Besides, I don't think the crew could handle it. Come to think of it, you must be the only reader who actually liked her.*

Normally the award of a Pilchard would cancel out a star letter anyway but I'm in a particularly good mood today. A mystery prize is winging its way to you at this very moment. Hope you enjoyed the kippering!

LM

P.S. Give the film-planners my kindest regards.

OZZY FLUKE

Dear Lloyd

Thank God you're back because Bash and Miss Whiplash wouldn't print my letters.

Here's a few questions.

1. C64 games are rare in Melbourne. Why is this and what can I do?

Your best bet is a good mail-order company. Software City have all new releases and I can readily vouch for their reliability. See their add elsewhere this ish.

2. The Reel Action tapes are excellent, what should I hope for in the future?

I can't let the cat out of the bag just yet but we've got some real goodies lined up for the not-too-distant future.

3. Tell James to step into a beauty salon.

Is that an insult or a compliment?

Luke Baisic, Highett, Australia

P.S. Print this letter and I'll be your best friend.

● *One can never have enough friends — cheers Luke.*

LM

P.S. Please print my letter because I couldn't go on without knowing whether I've been forgiven by Chris and Miles. Ta vree much!

● *Wooh! Since I showed them your letter our little reviewers have been singing merrily about leprichorns and praising the Emerald Isle as if huge weights had been lifted from their respective shoulders. On their behalf I would like to say, maithiunas - Forgiveness (I think, my Irish isn't too hot).*

LM

DADS ON THE WAR-PATH

Dear Lloyd

Firstly, congratulations to all at CF for a much improved magazine since the days of Zzap 64. It's nice to see the standard of letters being printed aren't as juvenile as that 'other' magazine.

Having bought a 64 for my children (I'm a bit of a wrinkly you see) a few years ago, the temptation proved too much and now, understandably, I'm hooked. Some of the games on the cover-tapes are great fun even though I'm useless (thanks for Golf Master though, that's right up my street). Now to the main point of my letter.

You mentioned in issue four in the letter headed 'Missed By Miles' a war game called *Bismarck*. Can you tell me where I can get a copy? There must be plenty of fathers out there who are building military types, so how about an article on war games and where to get them from?

A.J. Hunter, Gateacre, Liverpool

● *It's always nice to hear from our older readers. We try and do our best for the cover tapes and believe you me, it's not always easy getting software houses to part with games. If it's war games you're after then Capri Marketing should be able to supply almost anything you want. Give 'em a ring on 0628 891 101.*

LM

SNIPS

■ **Bits and bobs we use to amuse!**

■ Answer my letter or I will be forced to put my head out of the window and yell 'INSIDE OUT UPSIDE DOWN WATERMELON SEEDS ON RYE'. This is not an idle threat!

Fatty on the run, New Zealand.

● *Idle threats are the scariest kind.*

■ How can people living in Ireland send an SAE to companies in England. Surely the post in England won't accept an Irish stamp.

● *Just send a money audit to the value of the stamp you require. These are available at most post offices.*

■ I have written over 25 times so print this letter!

Luke Croll, Kent

● *25 letters and this is the most interesting yet!*

■ My point is for Gavin McBride (CF ish 4) — Lloyd Mangram's the best and most famous letter page compiler ever. If you haven't heard of him you're thicker than someone who hasn't heard of Zzap.

Brent Bannon, Northumberland

● *Aah, my adoring public.*

Well that's your lot for another month. Though it pains me greatly I know my long suffering typewriter is almost at the point of exhaustion, so feverish have I been in responding to your many missives. Fear not though. A couple of days rest and it'll be begging for me to start on Issue Seven's mail. So, if there's anything C64 related that bugs you, puzzles you or even (dare I say) makes you happy, put pen to paper and drop me a line. Until next month, so long. Write to Lloyd at:

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So, for one lucky entrant there's the rather excellent prize of *every* game listed! In addition, five runners up can choose five games of their choice from the list. So you'll want to know how to win them, eh? It's as simple as answering this...

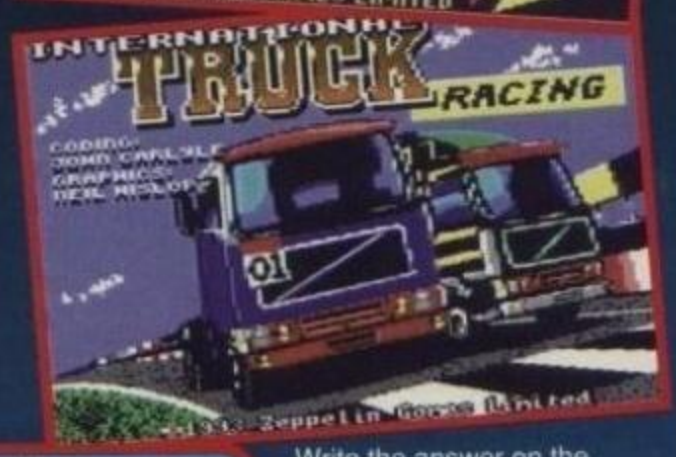
Why aren't Zeppelins filled with Hydrogen these days? Is it:

A: Miles' car goes faster, but his trousers are frequently jeans-like.

B: Chris don't like no trouble — just freedom for the South Muldavian people and two an' a half badgers please?

C: Hydrogen is far too volatile and tends to explode in certain situations (as with the Hindenburg disaster). Helium, on the other hand, is a far safer alternative, and can be readily refined and used in these technologically-advanced days

FREEBIE FORCE



Write the answer on the back of a postcard (or a sealed envelope) and send it to: MILES' CAR *DOES* GO FASTER COMP, COMMODORE FORCE, IMPACT MAGAZINES LIMITED, LUDLOW, SHROPSHIRE, SY8 1JW. Hurry now — there's no time to loose!

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If life is a bunch of cherries, how come so many people end up with the stalks? Yes, the quiet seasonal air is shattered by the philosophical ramblings of everyone's favourite problem solving Professor. On with the letters!

THE MIGHTY BRIAN!

BASICALLY, IT'S LIKE THIS...

Dear Brian,

I've had a 64 for six years and I've only just started to program in BASIC. I would like a few questions answered.

1. How do you disable RUN STOP and RESTORE?

2. What is assembly code?

3. How do I enter machine code into the computer?

4. What did (GT) mean in issue 3's scrolling listing? And how come it was so smooth?

5. How do you know what numbers to put in pokes? Could you compile a list of them and print it in COMMODORE FORCE?

Please answer them as it is nearly Christmas (?!)

Cheers

Isaac Hudson-Gool, London

EAST OF SUSSEX, WEST OF ESSEX

To the man with the brains.

We thank you for a techie section after such a long time.

1. How do you format a disk, load and save to a 1541 disk drive?

2. If I was to buy an Action Replay cartridge would I have to buy a Sprint 128 for a printer?

3. How do you make backgrounds?

Please help.

Matthew Fellingham, Seaford, East Sussex

● Nothing like a quick grovel is there? (Can I have a pay rise, Mr Editor, Sir?)

1. To format a 1541 disk type:

OPEN 15,8,15, "NO:DISK NAME, ID" : CLOSE15

DISKNAME should be a different name for each disk (describing its contents perhaps?) and the ID is 2 letters or numbers. It is best to start with ID 00, work up to 99 then start AA to ZZ

To save a disk, use:

SAVE "PROGRAM",8

To load from disk type:

LOAD "PROGRAM",8

To check the directory (a list of all the programs on the disk) use:

LOAD "$",8

LIST

LOADING A DIRECTORY WIPES THE PROGRAM IN MEMORY, SO BE CAREFUL!

2. Datel no longer sell or supply the Sprint 128. The Action replay will work with the Centronics cable that Datel offer for £12.99.

3. Backgrounds are made up of characters. Instead of being just letters and numbers, they are made to look like all the parts that make up a wall, a pipe etc.

Brian

FROM PAKISTAN WITH HATE

Yo Brian, straight to biz.

1. How do I print a SEQ file from disk?

2. How do I change characters without using READ and DATA statements?

3. Which is the best word processor with spell checker on the 64 apart from *GEOS*?

4. Are you human?

Love your section but you really need plastic surgery mate!

Umer Pasha, Lahore, Pakistan

● Yo Umer, insults do not friends make (as my enemies always tell me).

1. Write a program that reads the information off the disk (use GET or INPUT) and prints it to the printer. Simple really!

2. In BASIC — that's the best way of doing it!

3. Why not try *Word Writer 6*, *Superscript*, *Speedscript* or *The Write Stuff*? I have no personal favourite.

4. Irrelevant questions deserve irrelevant answers — Pakistan bowlers CHEAT!

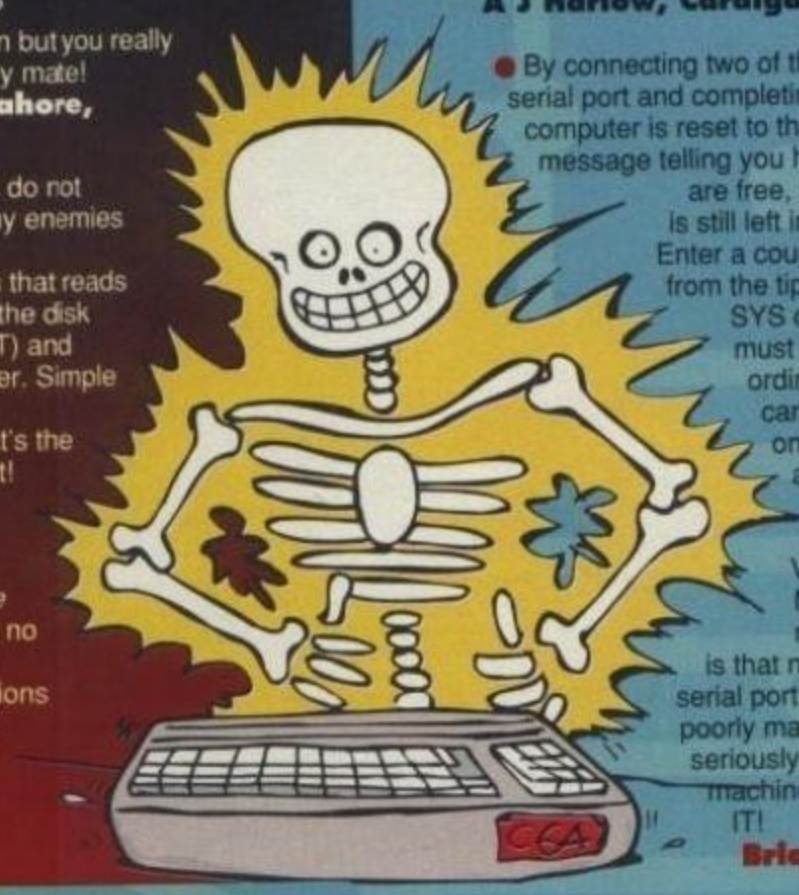
Brian

SET-BACK FOR A RESETTER

Dear Brian

I read in a certain other computer magazine about resetting the Commodore using the serial port. It said about grounding a certain pin and using a normally open switch. Does it work, and how do you enter cheats?

A J Harlow, Cardigan, Dyfed.



● By connecting two of the pins in the serial port and completing the circuit, the computer is reset to the start up message telling you how many bytes are free, but the program is still left in the memory. Enter a couple of POKEs from the tips page, type the SYS code (which you must have to use in ordinary reset cartridges like the one I've described) and the game should restart. However, this is VERY dangerous. My personal recommendation is that no-one uses a serial port reset cartridge. A poorly made device could seriously damage your machine SO DON'T DO IT!

Brian

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● Nearly Christmas? I I nearly didn't answer your letter...

1. POKE 808, 239 : POKE 792,193 to disable both keys POKKE 808, 237 : POKE 792, 71 to re-ernable them

2. Assembly code is assembled (made into) machine code. Machine code is just numbers, while asssembly code has 50+ mnemonics that aare easier to remember e.g. LDA to load accumulator.

3. Machine code can be stored as data statements, READ and POKED into memory. Or it can be saved on tape or disk as a little 'program' that is loaded into memory. You can also use an assembler to turn assembly code into machine code.

4. (GT) means greater than and (LT) means less than.

Greater than is obtained by typing SHIFT and FULL STOP, while LESS THAN is SHIFT and COMMA. At least the Apple Mac's (our creative tools here at COMMODORE FORCE — Ed) won't turn that sentence into a mass of curly brackets...

5. The Commodore 64 has many in-built machine code routines in Basic ROM and the Kernal (techy-talk for two important bits of memory). Editorial Acceptance of a long list of POKEs might take some time, but try this:

POKE 781, N
SYS 59903

This clears line N (where N is 0-24) off the screen. Clever isn't it? They don't call me Mr Smoothy for nothing...

Brian

ANYTHING GOES...

Dear Brian,

In the March issue, you were able to help a reader with a problem using the fabulous *GEOS* Software. Is there a supplier of this you can suggest? Mail order companies only seem to list games.

Finally, I can't 'save game' to tape during *Shards of Inovar*.

Bernard Kambard, Clacton on Sea, Essex

● For reader's who've never heard of *GEOS*, it's the Graphic Enviroment Operating Software. On disk only, it turns your computer into a mini-Macintosh! Instead of loading programs you click the icons, just like more expensive machines. Over the years there's been a whole host of programs including a word processor, art package and a desk top publishing program that has to be seen to be believed. If you have the software and want to get more from it, why not join the Geoclub UK? At £5 a year, you get monthly newsletters, free disks on joining and access to the club's library.

■ For more details write to:
Frank Cassidy
Geo Club UK
55 High Bank Road
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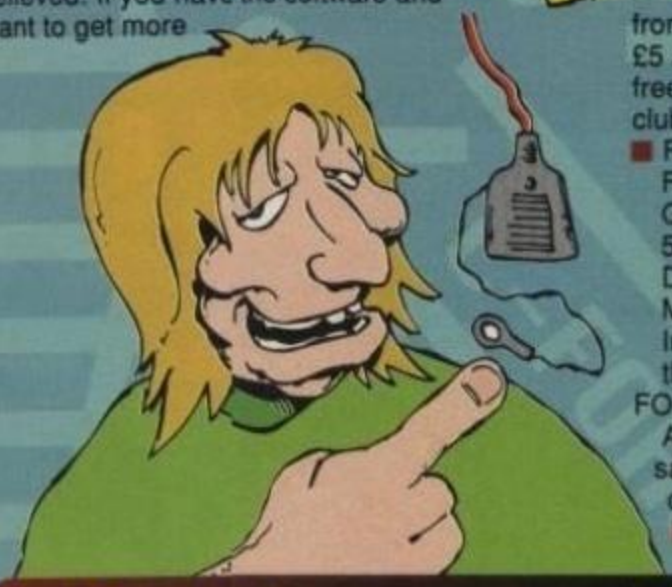
Manchester M35 6FS.
Include an SAE and say you saw the address in COMMODORE FORCE.

As for *Shards Of Inovar*, you must save to a blank C10 or C15 audio cassette, not the actual game tape.

Brian



WALSALL, LOVELY WALSALL

Dear Brian

I subscribed to your great mag after buying a Commodore 64 and a datasette.

1. On the datasett plug there is a small wire but what is it for?

2. Why is it that sometimes a game easily loads and sometime it desn't, no matter what. Could it be a fault with th datasette?

C Morris, Walall

● Dear C (can I call you C?)

1. The small wire you refer to is fitted as a ground wire to prevent TV and radio interference in the US of A. It has no effects here.

2. The most sensible advice I can give to all readers is too use a head cleaning tape (available from most audio stores) or the more expensive head alignment kits DESIGNED for the Commodore 64 and datasette. Regular cleaning and occasional head alignment should reduce or eliminate problems.

Brian

THE PAUL McKEOWN LETTER — PART 2

Dear Prof

I have a couple of questions for you

1. Can you tell me how to change colour on the *Image System*?

2. Is it possible to have a time limit on a game? If so, how?

Paul McKeown, Dublin

● You may have seen the rest of Paul's letter in issue 5. If not, why not?

What excuse can you possibly have?

1. I may be an expert, but telling people how to use software I have never used is difficult. Read the instructions if you have them, and look through the menus or control panel until you find a mention of colour. It's the best I can do...

2. Did you know your 64 has a built-in real-time clock? No, you probably didn't. To see it in BASIC, type:

PRINT TIMES$

This tells you how long your 64 has been turned on. You can set it to a time like this:

TIMES$="011000"

This sets it to 1:10am. To check if a time limit has expired,

10 TIMES$="000000"
20 REM ******
30 IF TIMES$d (

Brian

**'Summertime,
And the living is easy,
Fish are jumping,
And my computer's running hot.'
Stop eating those ice-lollies and write to me at:**

Prof. Brian Strain,
Commodore Force,
Impact Magazines
Ludlow,
Shropshire, SY8 1JW

Personal replies can only go to those who include a SAE. I'd just like to leave you with one more little thought: It's always a good idea to finish your...

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HIGHER

• Lower Level

LOWER LEVEL is fairly new to the PD scene, and are starting to make a name for themselves with some impressive utilities and now this demo.

Their eye for design can already be noticed during the intro. The screen is cleared in an original and funny way, everything is built up and broken down again — nothing short of excellent. It also features flipping text between two rasterbars leading up to a triangle and a scroller. The first visual treat on offer is presented like a modem link-up where you can call up digitised pictures and info on the **LOWER LEVEL** programmers. Plenty of vibran colours are used in the third section where psychedelic waves can be altered in shape via the joystick. Part four contains a bobscroll above a nice **LOWER LEVEL** logo and it seem they think it's world record material but, if my memory serves correctly, I've already seen a scroller like this in *Twilight's Explorer 2*. The las stage is a snurkel scroll, similar to a sinus-scro (DYCP) but with each character turning the

CROZBLOK

• Conic Design

CONIC DESIGN is a group formed out of ex-**DOMINATOR** and ex-**BONZAI** members. Little has been heard from them until recently, when they made a demo in co-operation with **STARION**. A year-and-a-half late **CONIC** bring out this product, by far one of the best releases lately.

To start off there's a picture of seven balls each containing seven colours. Then a cap of a (beer?) bottle is shown and with this, a weird scroll text. However, this impressive display takes its toll on the memory capacity, resulting in

PLACE IN SPACE

• Taboo

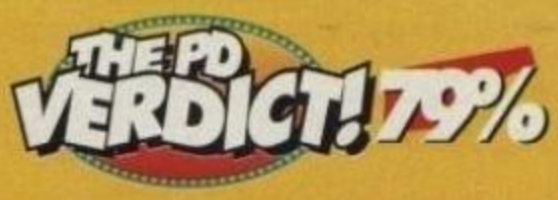
Don't be afraid, there's no 'taboo'-breaking stuff (bar one naughty picture) in this Polish demo. Yep, you heard right — this demo originates from Foland. Having never even heard of Taboo, let alone seen a demo, it's a bit hard to give any background info on them. Let's give the demo a chance to speak for itself, shall we?

It starts with a starfield and a movie-like text-flasher and after a nice FLI-picture during loading, you get to see some impressive stuff. Realtime filled-vectors swing in front of your eyes — they may not be wizards where music and graphics are concerned, but they sure can code in Poland.

After the next shot, several high resolution pictures and 'dots' are displayed; rather a let down after the first par, I'd say. The next display is hardly an improvement either, but with a converted Raytraced animation and a flexible scroll it's nothing to be ashamed of. Subsequently, there's the obligatory 'record breaking' stuff with a well-programmed plot-scroller built up from 1344 dots calculated each frame. 'Interesting' you might say, but record-breaking demos are old fashioned nowadays, and if you find reading an unreadable scroll interesting... that's your opinion, but I pity your optician.

The last stage proves to be a little more intriguing as it's another raytrace, but this time it's not converted from another computer. It's all done with complex C64 mathematics and takes a while to calculate and display the actual animation. To add more interest, the shape of the object and it's surroundings can be changed— who needs 16-bit demos?

What **TABOO** lacks in terms of graphical and musical flair is compensated for by skilful programming. It's certainly worth a look, if only to see what they get up to in Poland.



GOATLA

• Noice

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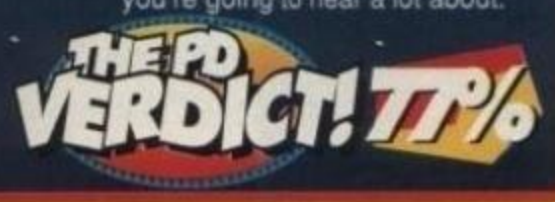
amount of degrees designated by it's sinus. Odd, but funny with it.

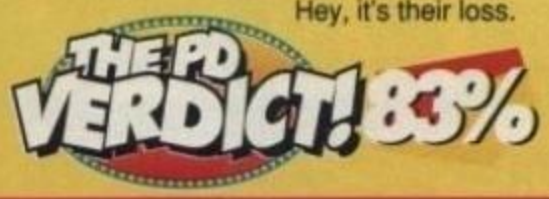
Higher Level is of a high quality, and I can't wait to see their next demo. This is a group you're going to hear a lot about.



a lot of loading. The animated challenger turning is great but later bits are of a lower quality but thanks to the varied colour scrolls it's not too boring. In addition there's a scroller with an xy-dot routine and a double sinus — a definite Ebus pleaser. To finish off, a beautiful lady is drawn on a paper scroll with the credits rolling over the top.

Crozblok is nicely designed. The great music and competent (if a little average) routines make it by far the best of this months bunch. It's a just pity that **CONIC** think the C64 market is dead and are no longer interested.

Hey, it's their loss.



Laser INC

Cyclone's intro is rather similar to **PLACE IN SPACE**, with a starplane and movie flasher. To be honest, the only differences are the colours of the stars and the charset used. Mere coincidence or blatant copying? I wonder...

Once the demo gets underway there's a stage featuring a fractal (the well known Mandelbrot) and it's interesting to see that *Laser* have made an animation zoom in and out — very good indeed. Sadly, the flexible logo garb that follows is a step back from the promising beginning. While it may be hard to code, to view it can only be described as boring! Luckily, though it seems a little simplistic, the next section is better. With effective wavy animation, you can take a step away from your screen and scan it for a few minutes— a guaranteed trip to the stars!

Part four is, again, reminiscent of **TABOO**'s demo— although apart from the different sinusses and the amount of dots, (only 896!) there's nothing original. The technically named 'EIGHT SPRITES D.Y.S.P. OVER FOUR SPLITS' may sound smart but the end result consists of eight sprites swinging in a sinus over a four-way splitting rasterbar. Seems you can make anything appear difficult these days by giving it a fancy name.

My disappointment was a thing of the past after seeing the next offering. It's the usual ball-chessboard animation but it looks cool, and is enhanced by allowing changes to the ball sinus via joystick control. Finally, there's a fully bobbed 'THE END' (Pardon?— COMMODORE FORCE team) and a fairly average borderscroll.

Cyclone is the wrong title for this demo, as it doesn't stir up the PD scene in the way it's namesake might suggest. It's not what I'd call terrible — mediocre perhaps — but you're going to be hard pushed to find anything new or astounding.

ND

After the excellent intro sequence, I'd high hopes for this. It starts with a logo zooming and turning, followed by some impressive graphics and a scroller. A funny IRQ loader appears with a goat stamping on the ground (!). One section features some nice scroll-fractal-circle-interference. Confused? Well it looks good.

A later show uses some clever trickery with a frame-vektor with hidden lines smoothly transforming and twisting. The usual objects are here though, a 'rubber-vektor' and the musically timed graphic equaliser.

Thirdly comes a huge scroll with the unusual 'hellos' and unwelcome opinions. The programmers also give their views on the EC with 12 stars positioned on a blue background. As the programmers hold little love for the EC the stars transform into small skulls. Politics in PD demo's? I never thought I'd see the day.

The oddly named 'ELASTIC LINES' looks like a normal plot-routine but is entertaining enough. It's surpassed by the Swedish flag program though and this gets stranger when you notice a goat jumping on top of it. What are they trying to say? Still, their fixation with bearded animals is nowhere to be seen in the sixth, and best, demo part. Completely created of line-vektors, you see a house being constructed and once finished a little vektorised person approaches and makes it his home. Quite funny and (strange as it may seem) original with it.

Lightsourcing is an area many groups are experimenting with at the moment and **NOICE** have come up with their own experience consisting of a ball made from plots and a sprite used as the light source. The dots nearest to the light are coloured accordingly, and the further they are the darker they get until completely black. It's good to look at, and clever too.

Goatland is an admirable demo, containing imaginative graphics, design and coding. Even the music is passable at times, making this well worthy of your attention.

Well, I sense the page is once again coming to an end so with more domain demos dominated its time to look forward to the next issue. I've some pretty impressive routines already, so until then, stay public.

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WHATEVER NEXT?

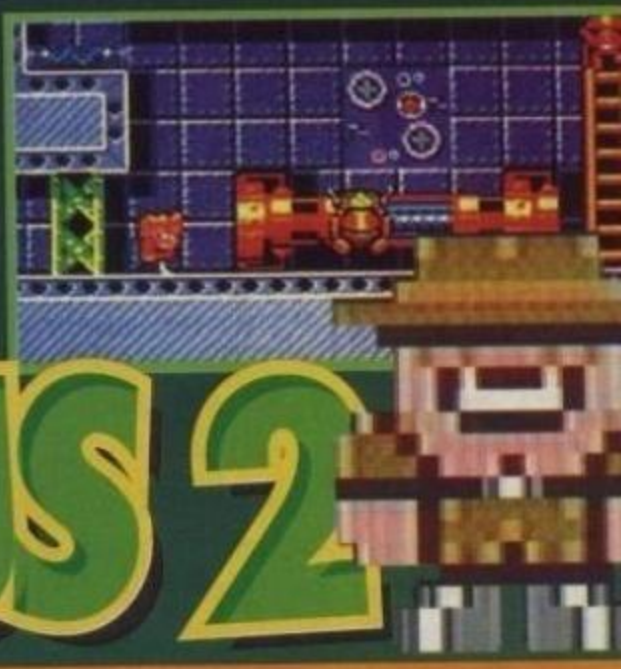
Time waits for no marsupial, mammoth or man so it's good to know of releases soon to hit the Commodore scene. CHRIS 'SUSPENDED ANIMATION' HAYWARD and MILES 'ANIMATED SUSPENDERS' GUTTERY awaken just in time for the latest arrivals.

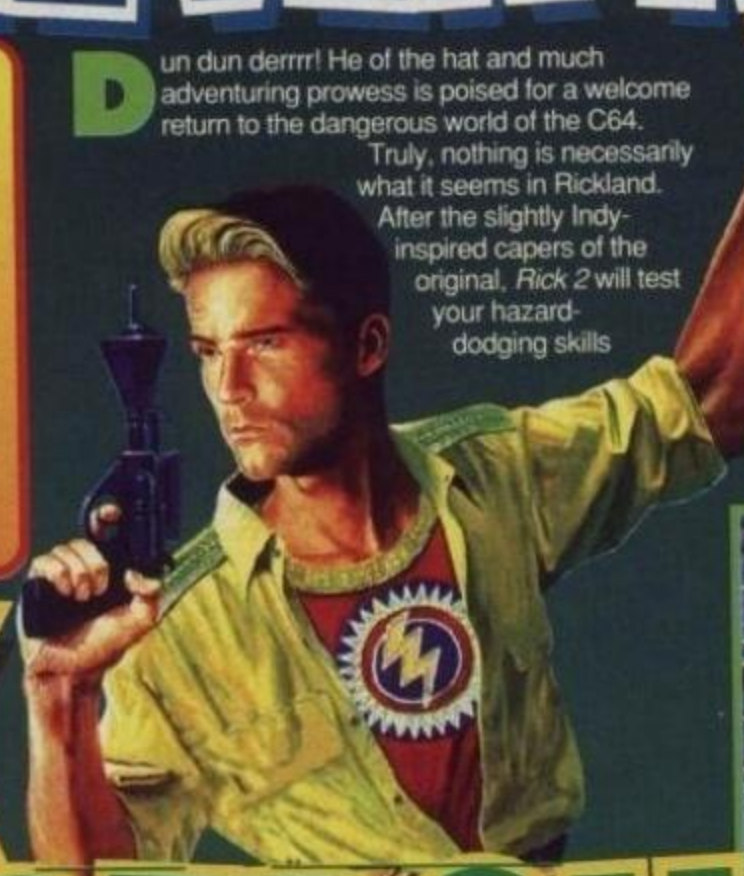
RICK DANGEROUS 2

Dun dun derrrr! He of the hat and much adventuring prowess is poised for a welcome return to the dangerous world of the C64.

Truly, nothing is necessarily what it seems in Rickland. After the slightly Indy-inspired capers of the original, *Rick 2* will test your hazard-dodging skills in the strange surroundings of a giant alien spacecraft. The denizens therein have dumped their contraption down in the middle of Hyde Park, using it as a basecamp from which to execute their plan of world domination, destruction of the human race, blah, waffle, erm, etc.

All you Rick fans who missed this one at the first time of asking will soon have the opportunity to pick it up for a snip when it's re-released on the Kixx budget label. See how well it's stood the test of time in our full review *real* soon...





FLY HARDER

What's this?! Another addition to the Bruce Willlis action movies? Thankfully, it's nothing to do with the balding ones violent coutings but a rather neat shoot-and-collect-'em-up bearing more than a passing resemblance to the classic *Thrust* and the more recent NES cart, *Solar Jetman*.

Set in a distant galaxy, an evil empire is ravaging a host of planets (nothing better than an original plot) and constructing reactors to drain their resources. Only by locating and dropping energy spheres into the reactors will the nasty crews intentions be disrupted.

From what we've seen so far *Fly Harder* looks very impressive with an excellent intro, slick graphics and some pulsatingly atmospheric sounds. The gameplay's expected to be pretty frenetic too, with plenty of alien craft to shoot and tricky obstacles to negotiate. Will it revitalise an old formula or have too many grey hairs to justify it's price? There's only one way to find out — buy the next issue of the fire-breathing C-FORCE.

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McDONALDS

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Having had more Big Macs than a centipede has socks, MILES 'MEAT ISN'T MURDER' GUTTERY leapt at the chance of spending a week checking out McDonalds. Then he found it was a computer game...

I wonder why fast food's called 'fast food'? In my experience, the velocity with which it travels is directly proportional to the speed of the person carrying it, scale factor one. That aside, the McDonalds chain of restaurants are the biggest and best known of the worlds rapid nosh establishments. Of course, you don't get that successful without advertising. To this end McDonalds came up with a set of cartoon characters to promote their products, and now there's a computer game bringing those characters to life.

Pseudo-Mario leapings are the ingredients for the game-of-the-burger. Ronald McDonald's mysterious magic bag has been surreptitiously swiped by his arch-enemy the unscrupulous Hamburglar (booo). Ronald was most distraught until the MC Kids showed up, ready and willing to retrieve the missing article. Mick and Mack (as they're individually known) are lean, mean and in their teens. The 100% BSE-free duo must conquer thirty levels spread across seven worlds to save the day. On their travels various things can and must be collected. Each level contains one or more red M's you collect to show Ronald's face on the map screen. Only then can you progress to the next world. There are also countless golden M's strewn about — collect 100 for an extra life. Some of the platforms are patrolled by the odd baddy. Fortunately for you though, there are crates lying around which can be picked up and chucked at the despicable things.

Many areas are seemingly unreachable until you discover some of the strange secrets of McDonaldland. For instance, walking over the spindles located at the end of some of the platforms flip you around so you can walk upside-down, allowing you to 'fall' up the screen. Freaky or what? Occasionally you happen across a spring which launches you skywards at a great rate of kno

Having jumped all the jumpable jumps and found all there is to be found, make your way the level exit and grab the giant M for extra p

Burger Off!

As it turns out, one's somewhat Mario-influenced first impressio are dispelled to some extent a few plays. It's true the game does have a distinctly consolesque loo about it, but there's more explora and less nasty bashing than is normally associated with the dungareed one. So much so, i a lot of the game's challenge is removed. Moving platforms on late levels do add to the difficulty but thi hardly a consolation. That is not to

CHRIS!

● This stab at producing a console-style game it's a good attempt, but the effort falls short of the mark. Being able to throw blocks at baddies and playing a level with the MC Kid upside down is a unique and often humorous touch. Seeking out the collectables for points and lives encourages exploration and this is affirmed by the competent size of each world.

The backgrounds are clean and crisp — although the main sprite animation has as much elegance as Bagpuss — but after playing for a short while the glitches become all too apparent. Leap too high and the kid vanishes off screen, wiped off by the delayed scrolling. The most infuriating aspect is bouncing into an arrowed boulder, somersaulting you back to the start at an appalling speed. And there was me expecting a free motorised toy with each copy. Huh, not a happy meal.

73%

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LDLAND

it's easy! The levels are large and tricky to get around without practice, but a bit more action wouldn't go amiss.

Speed of scrolling is the games major fall-down. After seeing the phenomenal pace of *Trolls* last month, it seems unforgivable that *McDonaldland* should be so sluggish. Granted the levels are bigger, but there's so much less in the way of colour and graphical detail you have to ask yourself, what went wrong? Infuriating as it is to trundle along at a snail's pace, it's positively expletive-inducing when you hit a spring and are propelled off screen and have to wait several seconds for the scrolling to catch up with your sprite (who's probably dead by this time anyway). In spite of it's many and varied shortcomings, there still lurks a quite playable and lasting game within. If you think you can stand the frustrating aspects there's a hefty package on offer, especially for mappers. Plenty of bonuses and surprises are to be found as well, and it really seems a shame more of the ideas weren't developed further. Had they been, *McDonaldland* could have been a bit of a monster bash. As it is, you load it up and feel less-than-fulfilled without getting that sinking 'I've been totally ripped off' feeling.

The problems balance out the good points, leaving us with a painfully average piece of software. *Mario* for the C64 it's not, but in many ways it's not intended to be. Just like McDonalds meals, you're still hungry for something a little more substantial afterwards.

● Slow scrolling, pedestrian gameplay and dubious tie-in with burger giants? I'd rather French-kiss Ian Osbourne!

IAN!

● Miles, what are you on? 70% for this dried-up, tasteless offering? The sluggish, jerky scroll and the main sprite's annoying habit of bouncing clean off the screen would be bad news in a budget game, but in a full pricer it's a crime!

Why did they give the main character such an awkward leap? Why does the playing area take up only a fraction of the screen? Why is the rest of it blank, when the status panel's crammed into a space the size of your thumb nail? Why did they bother at all?

The worst criticism you can possibly level at a platformer is 'claustrophobic', and *McDonaldland*'s a dead-ringer for that very term. A tiny playing area and a scroll the speed of a sedated tortoise that can't keep up with the main character's massive leaps make this one to avoid.

46%

MILES! 70%

GALE WARNING

PRESENTATION	MULTI-LOAD FRILLS ARE LESS THAN ABUNDANT — 52%
GRAPHICS	NES LOOKS BUT APPALLINGLY SLOW SCROLL — 65%
SOUND	THANKFULLY, NO 'McDONALD'S ADVERT' SONG — 69%
HOOKABILITY	SMOOTH CONTROL, BUT HAMPERED BY SLOW SPEED — 76%
LASTABILITY	IT'S BIG BIG BIG, BUT THRICE REPETITIVE TOO — 80%

FORCE FACTOR 58%

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INTERNATIONAL TRUCK RACING

● Zeppelin, £3.99 Cassette

Beer bellies, sweaty armpits, tasteless tattoos, service cafes... being a trucker's loved one is not a happy life. IAN 'HOUSEWIFE' OSBORNE waits for his girlfriend to return home from work...

'Realistic tractor and trailer behaviour' screams the inlay, 'intelligent computer-controlled trucks, authentic racing tactics' it hollers. Then it really scrapes the barrel — 'all axle tyre compound' (you wot?), 'inter cooled turbo tractor units' (come again?), 'ramming and blocking techniques' (pardon?). They got one bit right though — 'plenty of dirty diesel action' 'coz this offering's such a pile of dog-dirt you'll be pouring on the diesel and lighting it.

International Truck Racing is yet another *Supersprint* variant, a genre that's spawning more spin-offs than a car driven by Miles on an icy morning. You race against three computer-controlled trucks over six courses. The computer opponents stay on the tarmac and always finish in the same order, so I suppose that's intelligence of a sort. You can indulge in a soo practice on any of the tracks, or compete in a league. After each race comes the inevitable upgrade screen where any winnings can be spent to improve your truck's performance.

Crashing into other drivers and obstacles effects your damage meter and if this gets too high, the rig explodes. Damage can be repaired by pulling into the pits and fuel can also be gained this way. As you might imagine, this is essential in winning the race — run out of diesel and you have to trundle slowly towards the pits to get more gas.

Trucking Madness?

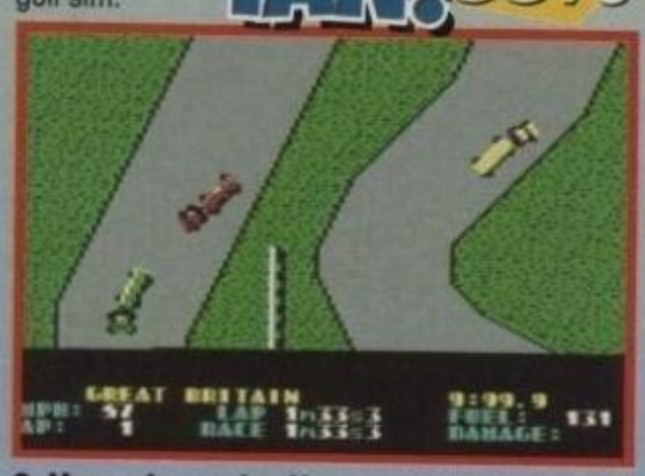
As you can see from the screenshots, the graphics are pretty poor. The courses look identical, and the trucks themselves are more like bubble cars towing breeze blocks than well 'ard sixteen-gear juggernauts. Contrary to the inlay they don't move realistically; instead, they turn slowly (which is fair enough in some respects) but the trailers get thrown around as if made of polystyrene.

Because they corner badly it's almost impossible to get round a tight bend at speed. Chances are you'll over-steer, leave the road, and by the time you've struggled back on course the computer vehicles (who've no trouble with corners) are long gone, never to be seen again. Forget about realistic blocking tactics too — I once laid my truck lengthways across the road (in France of course), and the others drove straight through. Their vehicles were damaged in the process, but this didn't stop a myriad of physical laws being broken. And speaking of the laws of physics, where did that pit crew come from? I thought a pit-stop meant just that, a STOP. In *International Truck Racing* you drive through the service lane without even slowing down and STILL get the fuel and bodywork seen to! Somebody tell Nigel Mansell, these guys are worth Ludlow's weight in gold!

International Truck Racing is a lousy game. Basing a racer on truck driving doesn't excuse sprites that handle this sluggishly. After the brilliant *Carnage*, also from Zeppelin, this pathetic offering pales into insignificance. It's about as interesting as the Maastricht Treaty, as realistic as Norman Lamont's budget and as dated as the House Of Lords. 'Aim for the top of the World Championship Leaderboard' dribbles the sleeve, and they're right — after two games you'll wish you'd bought a golf sim.

IAN! 38%

● It's tight in the championship race but who's in the red truck? Oh, it's James.

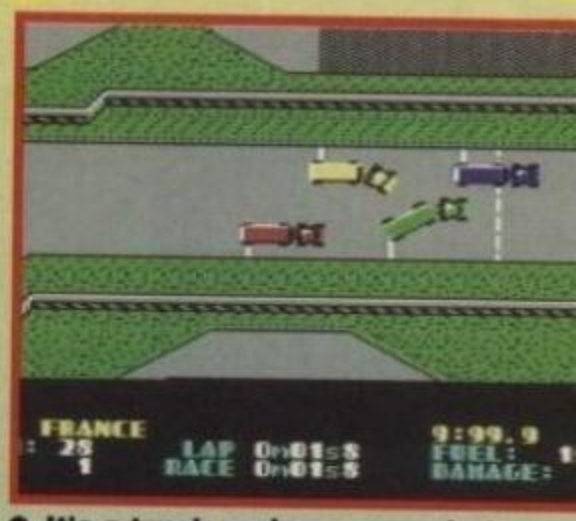


● Hmm, I wonder if anyone'd notice me taking a cunning short-cut over the grass.

MILES!

● Last month, ITR another top-down vie scrolling racer in a similar vein. At first seems a little pedestrian and slow bu don't let this put you off — accumulat some cash over the earlier races an your juggernaut can be souped up with a better engine, acceleration, etc You'll soon be rousting around the games six tracks at a thoroughly respectable speed. I found it all quit fun for a while and although th graphics are basic, the sound of th lorries horn when screaming up behin an opponent is very effective. ITR simple enjoyment which will inevitab end up gathering dust. Nevertheless, look at it this way — if you get four hours enjoyment from it you've had better value than a trip to the pictures!

62%



● It's a truck racing screenshot involving four lorries partaking in a contest of speed!

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DARKMAN

● Hit Squad, £3.99 Cassette

Horrifically disfigured in a scientific accident or just plain ugly from day one? IAN 'FACE-ACHE' OSBORNE removes the bandages...

You've read the book (if there was one), seen the film, worn the over-priced T-shirt and drank from the badly-printed mug. Name the film and rest assured that Hollywood have the spin-offs. Good or bad, the quality is never more varied than with computer film licenses. Some are accurate interpretations, others just use the main character. Several consist of a single game type, others involve a series of sub-games. Some are brill, others play like *Darkman*.

A tacky mosaic of differing gamestyles in the *T2/Batman The Movie* mould, *Darkman* clearly shows the limitations of this approach. The sub-games don't sit together particularly well, appearing fragmented in the extreme and, unless you bought your C64 an hour ago, you're bound to have seen better examples of the styles incorparated.

Level one sees you plodding through a beat-'em-up, with the horizontal scrolling halted as soon as baddies appear (two at a time, every time). This is a blatant steal from *Golden Axe*, even down to the 'GO!' prompt when overcoming foes. It's not a particularly good one either — there are only two moves on offer, and it's almost impossible to dispatch an opponent without losing energy. The second level is similar, but set in a *Robocop II*-inspired maze of platforms, where the slightest mis-timed jump can take you back to the start.

Level three has you bounding across buildings (remember the roof-top scene from *The Turtles*?), and sections four and six involve even more platform pandemonium *Navy Seals*-style. Finally, there's a vertically scrolling road stage — *Spy Hunter* with knobs on. Between three of the levels there's a brief interlude in which you take photographs of a villain, using the resulting mugshots to make latex masks to cover your acid-scarred features. This may sound original, but in practice it's just a simplistic, single-screen *Op-Wolf* clone.

Terminally Disfigured?

Although never aspiring to greatness, *Darkman* does get better as it progresses. The crude, simplistic first level is shocking. The baddies always appear in twos and both need dispatching before you can leave the screen. This makes for a very dreary game and is not helped by the energy depleting dogs and shuriken that occasionally rip past. The later *Navy Seals* escapades are better, but the stupid, pointless *Op-Wolf*-with-a-telephoto-lens sections are pathetic in the extreme.

Technically the game's not too bad with interesting (although purely cosmetic) backdrops, reasonable sprites, and a multiload that isn't as annoying as it might be... but you can't help feeling it's all been done before. It's sadly lacking in atmosphere and, like many multi-style film licenses, fails to capture the flavour of the film.

Darkman isn't a total disaster. If you rushed out and bought it you wouldn't feel too ripped off, but there are better ways of spending four quid.

IAN! 53%

MILES!

● The tie-in with the moderately obscure movie (Chris and Steve are the only ones who've seen it) is a typical Ocean multi-level platformer with basic beat-'em-up overtones. Simplistic in that only two moves are available, level one doesn't exactly bode well, which is unfortunate as things do steadily improve as you progress.

The one real hippopotamus in the sink is the horrific multiload. Having to re-load the entire game upon dying is enough to make even *my* well balanced self call forth many people bearing tranquilliser pills. Even so, diverse levels mixed with little sub-games give a commendable amount of boredom-beating variation. It's just a shame the multiload drags down the overall mark.

68%

● In a seedy trenchcoat and a dodgy hat, it's no wonder he's being chased!

■ PRESENTATION ■
DODGY MULTILOAD, AVERAGE END-OF-LEVEL PICS
67%

■ GRAPHICS ■
NEAT SPRITES AND BACKDROPS, BUT NOTHING SPECIAL
70%

■ SOUND ■
BORING TITLE TUNE, LOUSY SOUND EFFECTS
60%

■ BOOKABILITY ■
TEDIOUS FIRST LEVEL FAILS TO IMPRESS...
45%

■ LASTABILITY ■
...ALTHOUGH LATER LEVELS SHOW PROMISE
65%

FORCE FACTOR 61%

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FOOTBA MANAG

● Addictive/Prism, £9.99 Cassette, £14.99 Disk

A manager's lot is not a happy one — many have tried and failed. Bobby Charlton, Jimmy Hill, Graham Taylor... the list goes on. Undaunted, MILES 'OFF THE BALL INCIDENT' GUTTERY hits the training ground and prepares to give it one hundred percent.

The pressure's on. In the big name, big money world of professional soccer people don't want excuses, they want results. Supporters and chairmen alike are known for their low tolerance in the face of waning success — a manager's not judged on personality or effort, but by the amount of silverware in the club's trophy cabinet at the end of the season. Yep, things sure are tough at the top.

Come to think of it, it's not exactly roses and daffodils at the bottom either. That's where you start in *Football Manager 3*, the most recent addition to a saga which began before some of you were even born (speak for yourself, baby face — Dep Ed), 1982 to be exact. With this outing the series rolls into the nineties!

Your first task is to pick which team have the dubious honour of your attentions for the coming season. Choose any side in the football league by cycling through and clicking on the desired name.

Having made your selection you're presented with the now-standard 'office view' from behind the manager's desk. Various elements of the game are accessed by highlighting different items. The computer contains results, various league tables and a club history charting your reign as supremo. Look in the diary for up-and-coming fixtures and events affecting the club. The memo pad only appears when required, and contains various bits of useful information such as new arrivals on the transfer market or warnings from your ever-friendly bank manager. Picking up the phone puts you in touch with other managers to negotiate fees for new players. Remember the players themselves though — be sure to offer them a decent contract or they refuse to move. This screen also lets you put your own unwanted players on the transfer list.

Open the filing cabinet for info on players in your current squad, including appearances and goals scored this season as well as career totals. Clicking on the piccy of the chairman allows you to peruse the club's financial status, match attendances, etc. If results are sufficiently satisfying the bank will increase your overdraft limit, but don't over-spend or you get the sack.

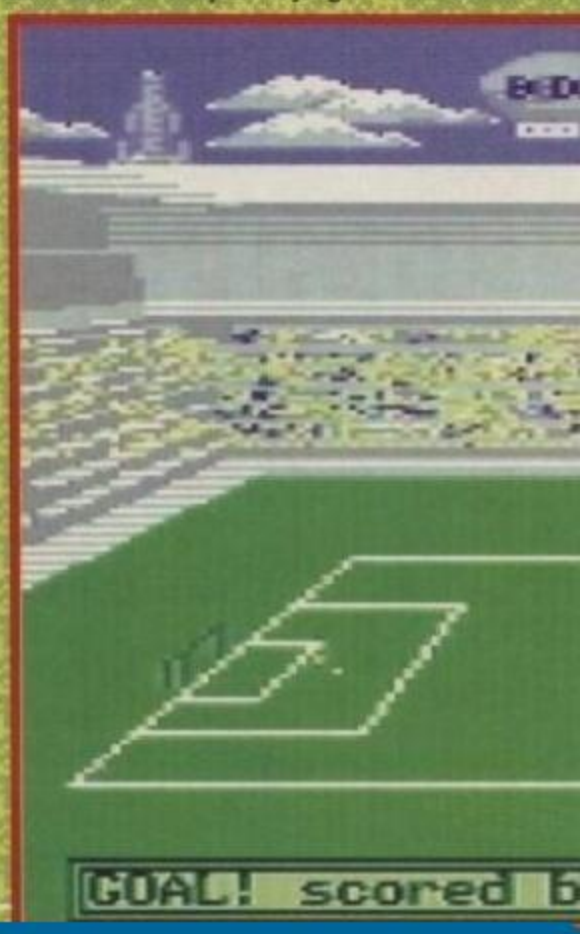
● **Having been inundated with requests for info on Alan I Robins we're happy to oblige with our guide to Alan I Robins.**

The last and most important item is the team selection icon. This allows you to train players and devise a match winning formation. Players can be placed anywhere you wish, giving an infinite number of possible strategies. Everyone from the passing purist to the all-out long-ball merchant is catered for. The team you start out with are a bunch of ageing has-beens, so a quick dabble in the transfer market to introduce some new blood is a must.

'Ere we go, 'ere we go, 'ere we go (again)...

Footy Manager 3 (or Colin as it's known to its friends) scores over it's predecessors in terms of detail. Player records aren't exactly crucial but they add to the overall feel of the game, giving players a more personal aspect rather than just being a name and skill rating. Another decent addition is the way you can customize your own formation instead of choosing between the usual 4-3-3, 4-4-2 etc. You can now play with wingers, a sweeper or even ten men up-front if you so wish (though I wouldn't advise it).

Despite it's strengths the game also has its fair share of glaring flaws. When comparing players' abilities, it's really annoying to have to memorise



JAMES!

● *Football Manager 3*? I can remember the days of the original and just how compulsive it's user-unfriendly gameplay was. Times change though, and while *FM3* is a definite improvement in some respects, in others it leaves a lot to be desired. For a full price game, you'd be expecting realistic player names, a little originality and an informative match sequence. What do you get? The same contrived names repeated endlessly, an office screen very similar to other managerial outings and a game display that neglects to make the ball particularly visible.

Don't get me wrong — *Football Manager 3* is by no means diabolical — just be aware that there have (and will be) better examples of this genre available.

65%

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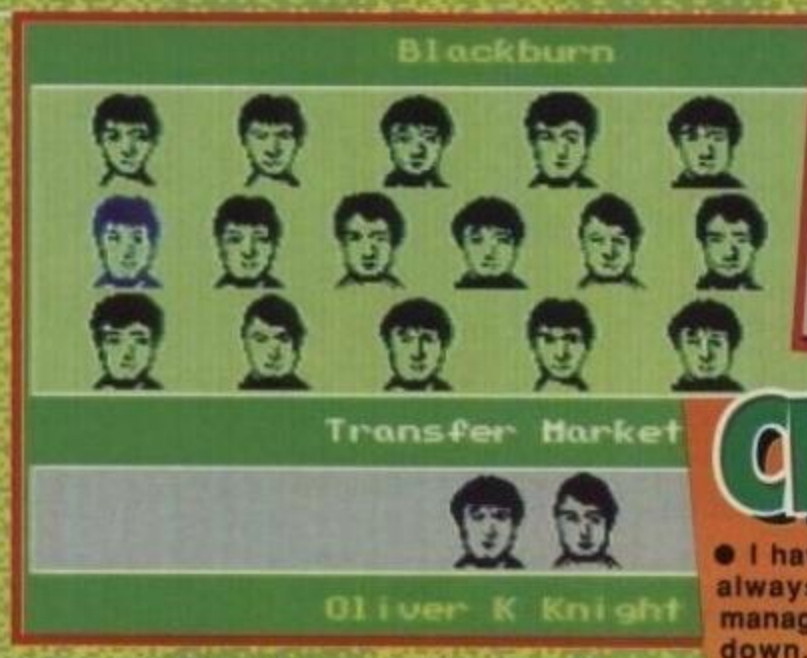
ER 3



● You can find out a surprising amount from mug-shots. The ones on the left wear blue trousers on Tuesdays...

their various skills from one screen to the next. Why they can't display all squad players on a single screen I don't know. The other major put-off is the match sequence, a graphical representation of the match and running commentary stating who's got the ball. It's quite a good idea, but sadly inadequate. Evaluating the performance of individual players isn't really possible with any degree of accuracy, yet surely this is integral to real-life soccer management. As for the stupid player names — as far as I can see they're generated randomly from pre-set Christian and surnames, but as there are so few of them things become a trifle confusing. At one point I had three players called 'Oliver Knight' in my squad! A name edit option would have improved proceedings greatly.

Cosmetic improvements over the the other games in the *FM* series are abundantly clear, but in many ways Colin's a step backwards. Despite its simplistic options, the second game was far more satisfying in that the gameplay flowed so much better (okay I admit it, I played it for months).

Most of *FM3*'s problems are inherent in the design. It offers nothing that hasn't been seen before, which isn't really on for a full-pricer. Unless you really like the sound of this one, my advice is hunt down *FM2* which is (to my mind) still the best management sim around. If you don't mind mucking around with the clumsy control system, though, you could do worse than this. Patience, however, is an important virtue.

MILES! 73%

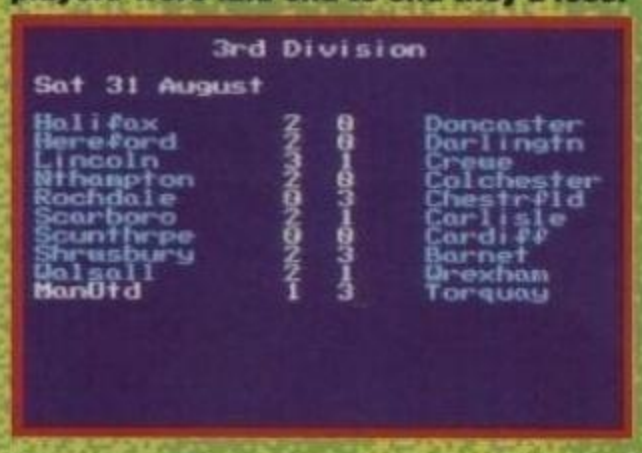
CHRIS!

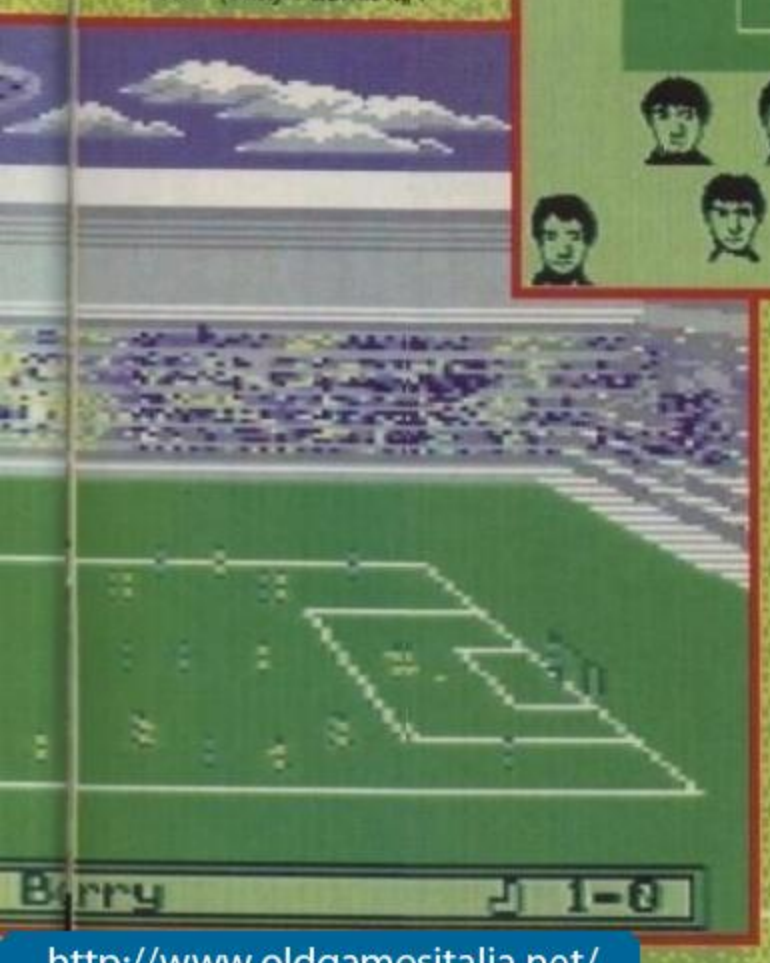
● I have to apologise, but I always find soccer management games a real let-down. From selecting a team t monitoring your finances, the word 'boring' leers at me from within the screen. *Football Manager 3* doesn't offer anything new at all, and it needs a lot of unique touches to set it aside from the rest of the 'select a formation and buy a player' genre. The options are a bit rough and not quite as flexible as they should be, and if you've any enthusiasm left after the mediocre selection stuff then the match sequence will undoubtedly kill it off. Having to sit through it in all its prolonged entirety is torture, and the agony isn't helped by the ratcheting hiss from the crowd.

If all management sims were compiled into one big-ball bonanza, it would be something to look out for. As for this... well, it's been done many a time, under many a name and with many a better event occuring in the world simultaneously.

65%

● Above – Halifax FC display their infamous 'X' formation. Fact : If all the players were laid end to end they'd lose.





GALE WARNING

PRESENTATION	OKAY, BUT MATCH SEQUENCE MULTI-LOADED	78%
GRAPHICS	STANDARD DISPLAYS AND MUGSHOTS	70%
SOUND	AWFUL 'CROWD EFFECT' AND THAT'S ABOUT IT	30%
HOOKABILITY	SLUGGISH TO GET TO GRIPS WITH, BUT NOT OVERLY SO	65%
LASTABILITY	PLENTY OF SCOPE FOR STRATEGY IF YOU TAKE THE TIME	77%

FORCE FACTOR 69%

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SPACE GUN

● The Hit Squad, £3.99, cassette

Barring Steven Spielberg's *ET*, aliens always seem to get bad press in major films. It's a sad fact, but if there's mention of an extra-terrestrial, it's guaranteed to be bursting out of people's chests and mutilating innocent civilians. JAMES 'RIPLEY' PRICE prepares to run away quickly.

Space Gun was moderately well received in the arcades, with its large graphics and front-mounted guns enticing coins from many a pocket. Like other machines of the time and genre, it used horizontal scrolling and forwards motion while thegameplayer targeted various attacking creatures. In design, you could say it resembled the *Alien* films and tried to capture their tense, 'let's run away before we get killed' atmosphere which is detailed (and very large) sprites helped it achieve.

When you consider that the arcade machine used the memory available to the C64 in a little musical ditty or scenery sprite, you begin to comprehend the mammoth task converting *Space Gun* to an 8-bit format would be. The thought alone was enough to tempt me into a brisk jog around a field before throwing myself under a bus. Having to review such a potential disaster didn't seem ideal either and so with trepidation I engaged the cassette recorder. After cringing over the amount of tape on the reel and fearing the horrendous multiload it implied, I was surprised at how much the game had to offer.

Tummy-Bursting Action?

There's very little plot to the action — suffice to say that you've to get through various levels by shooting hostages and rescuing aliens (or was that the other way round?). The computer scrolls you through buildings and over landscapes, leaving you free to move and fire the target cursor. The alien attacks are relentless, and it comes as something of a relief when the *Operation Wolf*-inspired game offers you a few handy power-ups, obtained by shooting certain scenery. Amongst the offensive power to collect are flamethrowers, grenades and even energy to revitalise any broken space-age heroes. However, if any weapon is fired too often, its power will be drastically reduced and this becomes a real problem when end-of-level monsters are encountered — in space, no-one can hear you crying for your mummy...

Space Gun's an enjoyable blast, but there are a few annoying flaws. There's a hefty multiload that really detracts from the game, but it's the toughness of the aliens that poses the major problem. They take a great deal of shooting to kill, which gets a tad repetitive after a while — not too much, but enough to irritate.

At the end of the day, I think *Space Gun* is at its most comfortable on budget. As a full-price game it had limitations, and while they're present now, the cheaper price lessens any impact. If you liked *Operation Wolf* and *Thunderbolt* or any one of the many shooting-gallery style games available, *Space Gun* will be right up your HR Geiger.

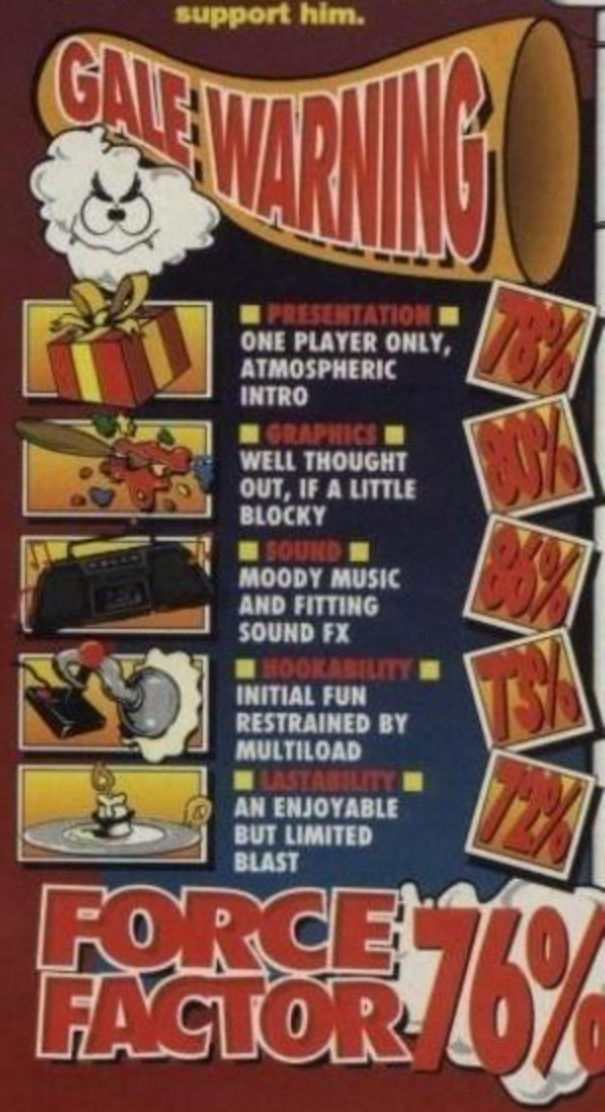
Oh, and remember — the only sure sign that there IS intelligent life in the stars is that it hasn't tried to contact us...

CHRIS!

● *Operation Wolf* was one of the first gun-mounted cabinets to appear and spawned many clones. Hot in its tracks came *Space Gun*, an inter-galactic blast where the primary objective was to blast those that were inhuman as well as those *in* humans! The two-player mode has been dropped from the Commodore rendition which will surely disappoint the original's fans. Swapping weaponry can be a pain too — jabbing the keyboard whilst confronted by alien hordes leads to consistent energy loss and annoyance. However, it's enjoyable enough with disgruntled mutants lurking and terrified hostages to free. The air is taut in every corridor as you wait to see what grotesque form the next nasty will take, and it's this atmospheric setting that trigger-happy gore lovers will always find time for.

84%

● It was an ordinary, drunken Friday night. Chris had already fallen over once, but luckily he found a girl with four arms to support him.



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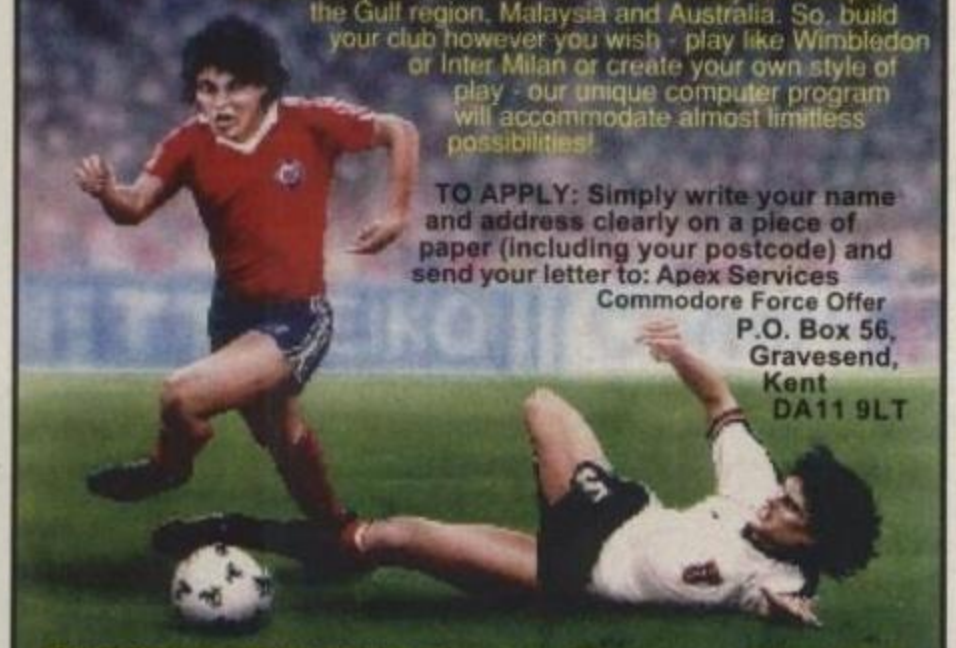

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SHADOW DANCER

● Kixx, £3.99 Cassette

When One Man and his Dog was combined with Die Hard, only MILES 'HANK MARVIN' GUTTERY noticed rounding up sheep was a sadly neglected form of recreation!

Who remembers that crusty old arcade machine *Shinobi*? An ancient but playable beat-'em-up, it helped while away many a wet seaside weekend of years gone by. Now, the hero is back!

Set in the not too distant future, mankind is reaching further into the potential of space. Shuttle launches are an everyday occurrence as rival powers attempt to harness the forces that lie beyond the stratosphere. Now, a secret government project is developing remote controlled missiles to be kept in orbit until required. As with all such things, word has reached the ears of an undesirable element; in this case it's the terrorist group 'Asian Dawn'. Their plan is simple — hijack a shuttle, take control of the experimental prototypes and bring the whole world to its knees (You call *that* simple!? — Ed). Enter *Shadow Dancer* (real name Takashi) to save the day.

Our hip-hopping hero begins his quest in an airport lounge where a number of time-bombs have been planted by the Asian Dawn. These must be located and destroyed within a time limit

● Bernie leapt for delight as his creation creaked into life. Somewhere a rooster crowed, signalling the break of dawn.

● Get 'im Rover — The albino wonder hound springs into action, well dogone!

otherwise the place goes sky high, taking you with it. It's not just a matter of finding the bombs — the airport is awash with terrorists who need disposing of. An infinite supply of throwing stars are your defence (and offence), along with your faithful dog. He obediently follows and holding down fire sends him running to attack the nearest terrorist. Also, in difficult situations a tap on the space bar unleashes a hefty wack of good old ninja magic, killing all baddies on screen. Be sparing though, as it only works three times.

Bronski Beat-'em-up

Make it through the building and it's out onto the tarmac to continue the fight, clambering across piles of luggage and taking out more terrorists. There's no hanging around in this section, as the time limit is devilishly short. Upon reaching the end, a moving conveyor belt carries you into the belly of a waiting plane. Here you're confronted by a formidable fireball-hurling demon who needs to be clobbered before your mission can progress. If you manage to win, the operation continues on the roof of a moving train. Next, it's down into crocodile infested sewers requiring precisely timed jumps, then there's some strange caverns to tackle before making it to the shuttle launch area for the final show-down. Between each level a bonus screen appears, in which a set number of ninjas must be killed in a 3D shooting gallery.

At first the game can be frustrating with restart points few and far between. One mis-timed jump can see you hurtling all the way back to the start of a section, giving rise to much towel-tearing. Even so, there's a fair amount of addictivness with graphically varied levels encouraging the will to succeed. The simplistic way baddies are killed (hurling stars with no real beat-'em-up element)

IAN!

● *Shadow Dancer*'s not bad, but has a lot of irritating quirks. Why, for example, can't you fire with the joystick in neutral? You can only shoot in two directions anyway, so why not just blast in the direction you're facing? The little joystick waggle required to access higher platforms is unnecessarily irksome as well, and the way your guy stoops before leaping produces irritating (and often fatal) delays.

Griping aside, it's a competent (if unremarkable) shoot-'em-up in the *Ninja Warriors*/*Shinobi* mould (not surprisingly, it's the sequel to the latter). Also, if we're honest, the dog is just a gimmick but thankfully it doesn't get in the way too much. The game is broken into bite-sized chunks and each has a clear goal, helping to make *Shadow Dancer* a reasonable blast — but no classic.

70%

could've led to repetitivness. However, with some enemies well dug in, careful use of the hound and magic keeps interest at a premium.

Graphics are good with a fair parallax effect on some levels but the main sprite is rather odd — he looks more like a snowman than a vigilante warrior. Even so it's a decent slice of arcade action which you can easily getcha teeth into.

MILES! 82%

GALE WARNING

PRESENTATION	GOOD LITTLE EFFECTS BUT MULTILOAD WILL ANNOY — 88%
GRAPHICS	NICE BACKDROPS, VERY DODGY MAIN SPRITE — 79%
SOUND	RUN-OF-THE-MILL WHITE NOISE EFFECTS — 55%
HOOKABILITY	DISCOURAGING LACK OF RESTART POINTS — 75%
LASTABILITY	A GOOD CHALLENGE, IF YOU STICK AT IT — 85%

FORCE FACTOR 76%

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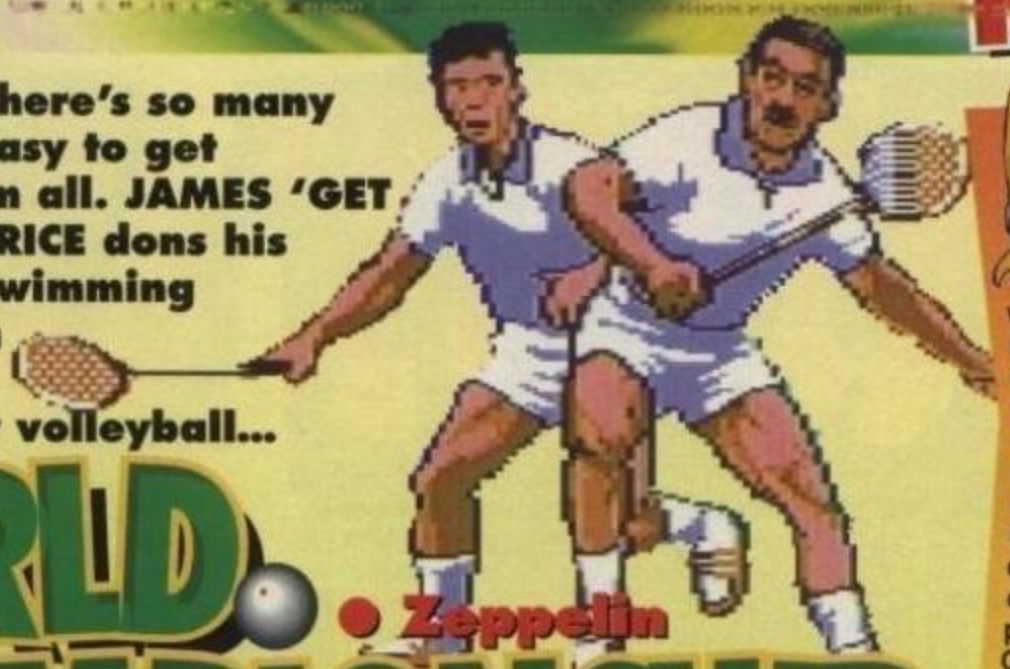
Sports games? There's so many these days it's easy to get confused by them all. JAMES 'GET YOUR KIT ON' PRICE dons his football boots, swimming trunks and crash helmet and prepares to play volleyball...

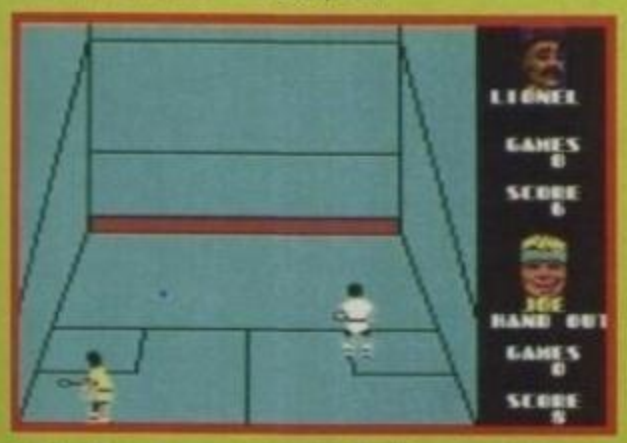


WORLD CHAMPIONSHIP SQUASH

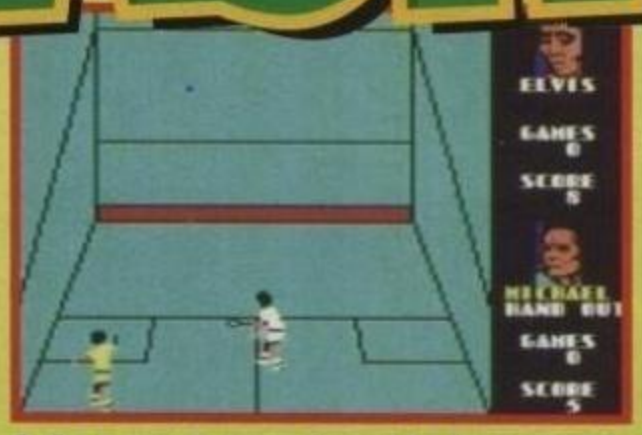
● Zeppelin

A few years back I had the misfortune of being roped in to watching an amateur squash game. Fortunately, I didn't have to wait long; the match came to an abrupt end when one contestant saw it fit to smack his opponent around the back of the head with his racquet. It was a particularly gory scene, and since then I've had very little to do with the sport (other than a brief encounter with *Jhangir Khan's World Championship*).

It was a fairly unhopeful James that pressed play on the cassette recorder. There's a limit on what can be successfully converted to a computer; more often than not sports sims are 'edited highlights' of whatever the programmer can achieve. Take, for example, the lack of a superlative soccer sim on the C64. Now I know a great deal of you may disagree with me on this, but I still think *Emlyn Hughes* and *Microprose Soccer* can be bettered. Both rely on a minimum of passing or set peices, and only offer a poor selection of moves. *Squash* seemed to be a game that would follow suit — a budget game I'd heard nothing of, programmed by the same team behind the awful *Fist Fighter* — I mean, what would YOU expect?



● As H — hour approached, agents Joe and Lionel relaxed with a spot of squash.



● As a sport, squash can be looked at in two ways. I wouldn't advise the second...

Balls up?

For those not in the know where the sport is concerned, it's essentially a competitive two-player affair involving racquets and a little rubber ball. It's also played in a court specific to the game's needs — ideally one with four high walls, some marking tape (or equivalent) to help differentiate between respective areas... you begin to get the idea? Personally, I haven't a clue on how to play the proper game but Zeppelin's *Squash* is simplicity itself.

After sifting through various options, I finally got to play against Chris. After a diabolical start by both of us (er...I won — Chris) we eventually began to pick up the intricacies of the game. Clicking fire and backward 'scoops' the ball into the air, fire and upwards results in an overhead smash and left and right after touches can be used to alter the ball direction. There are other moves, but suffice to say that they all work well — pity Chris didn't master them as quickly as I did (snigger).

As a two-player game, *Squash* is exceptionally good. Rarely before has a C64 spawned such an undeniably addictive game from an essentially unconvertable concept. Sadly, there's a real glitch — namely the one-player option. It's way too easy to beat the computer, and even on the highest skill level in the tournament final (the usual Zeppelin thing), I still breezed through without a moments hesitation.

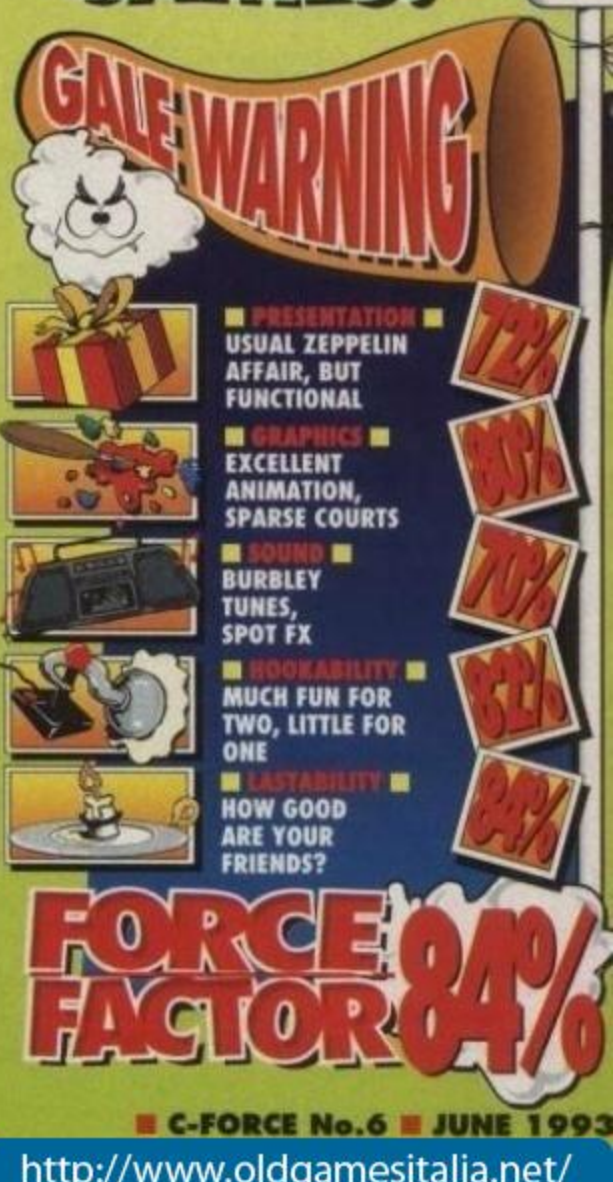
My recommendation is to look at the final percentage. If you've lots of friends and joysticks, read it as it is. However, if you don't really get the chance to play your friends (or if you haven't got any), then knock about 30% off the overall mark. Oh, and then get a life will you?

MILES!

● Being a keen squash player of yester-year I was rather pleased to see this making its appearance on the 64. Tis' with songs of content that I bring ye news of its jolly spanky nature. Player animation is spot-on and complemented by a worthy armoury of shots available. The one-player mode is sadly let down by the achilles heel of certain-shot-always-beating-the-computer syndrome. With a second participant though it's splendid fun. Good rallies are in store once you master the initially tricky controls so prepare your C64 for a barrage of abuse when you play a bum stroke at the end of a hard-fought duel. As they say — it's a game of four walls, a bat and a ball. Good one Zeppelin.

84%

JAMES!



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4 MOST WO

● Alternative, £3.99 Cassette

If two's company and three's a crowd, what on earth does four make? CHRIS 'PARTY POOPER' HAYWARD interrupts the team spirit...

Well crunch my concubine! Last month it was *Super Sports* and this issue it's *World Sports*. A funny title though, because the sports in question are predominantly American! Mere coincidence? Let's judge...

CHAMPIONSHIP BASEBALL

Compared to the infinitely superior *RBI 2*, this rendition of America's home sport doesn't look too respectable. It's poorest aspect is the absence of a ball shadow which means hitting the thing is fumping difficult. Assembling a full squad is tricky enough — it takes a good half an hour to fathom what all the statistics and times mean, and that's before any selections are done! Playing on your own is boring (isn't that always the way?) and often unrewarding. Get someone in on the pitch however, and lots of sneaky tactics with nasty base stealing await discovery. The animation sends thoughts of golden wonder up your spine — little touches like the runners performing slides into base are excellent and the pitcher animation is also of tip top quality. But the slippy road to a shoddy game comes in the guise of a badly designed control system and *Championship Baseball* has it's fair share of quirks. Throwing the ball to the relevant fielders is very awkward and it takes a lot of patience to keep playing. A lot of innings will pass before you even hit the ball (let alone strike a solid home run) and this factor will undoubtedly test your fidgeting fingers.

The good points are brilliant but the bad points leave a lot to be desired. If you stick with it there's a variable degree of satisfaction to be gained but remaining faithful takes a big effort.

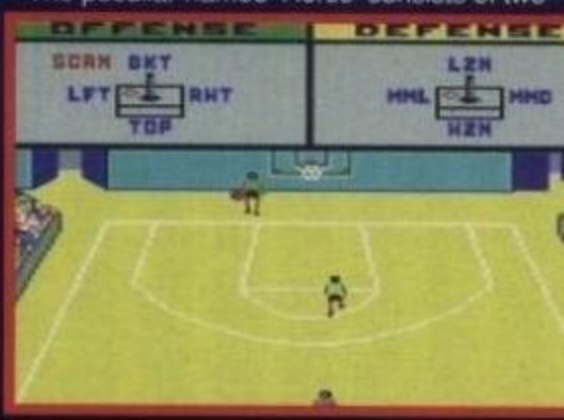
67%

CHAMPIO BASKETB

I made the humiliating mistake of joining the school basketball team when I was younge made a complete fool of myself and ruined chances with a girl I was trying to impress, so t ranks as one of my least favourite sports. Still, refreshing to come across an admirable baske game. All too often not enough shots, plays an tactics are included, forfeiting what could have been a winner. Thankfully, the hefty chunk of options in *Championship Basketball* will impres any Michael Jordan wannabes. A team consist four players, two on each side. If you're playing alone then a computer assistant joins in to eve the odds. Half the court is on view at any one t from an 'in front of the basket perspective' (obviously, you'll know what that is!). As well a the normal games there are various 'pick-up' games to select.

'Around The World' is straightforward enoug with each player starting on the baseline at the edge of the key area. Every time a basket is scored, the player responsible moves around t semi-circle line until reaching the opposite side that they started on.

The peculiar named 'Horse' consists of two



GRID IRON 2

I've played more football management games than I've had hot dinners (though I only eat salad so it doesn't really count) and here the football trend takes the form of the popular US version. Now, before I go on about the plot or general tactics I just have to state that this is the worst management game I have ever seen, end of story, period, full stop. In fact it's so bad and such an inaccurate simulation it's hard to find the slightest hint of a good point. To start with, there are only 17 players each team compared to 45 in the re thing! The options available are so unbelievably sparce — there's only sprinkling of interactive choices, no player trainin no decent transfer market and no inspiring profiles. The biggest, hottest, sharpish prong tha shoved right up it's playability region is the matc sequence. A stadium flicks on (at least I think it's stadium) and several letter 'i's (supposedly the players) float about to the water-like hiss of the crowd.

The league tables (all one of them) are

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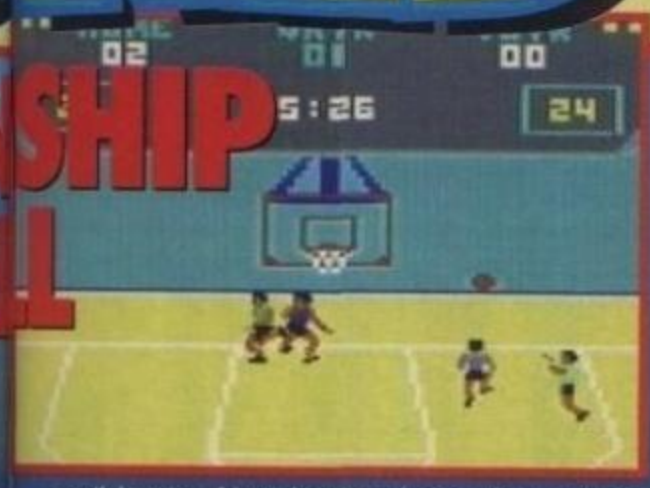
COMPILATIONS!

RLD SPORTS



NSHIP AL

participants taking alternate shots at the net. If one player scores, the other has to shoot and score from exactly the same position. If they fail, they get a letter 'H'. This continues until someone gains the letters to spell out 'horse', certifying them as losers — sounds strange? Believe me, it is!

In a main match, defensive and offensive formations can be highlighted during the appropriate play and this effects the positioning of your team members. Trying out the different tactics and varied games makes for many days of trial and error — a vital element to prolong it's lastability. Singles play isn't half as dull as you'd expect due to the surprising intelligence of the computer controlled partner. You can pass to this guy and leave it to him to sort out a tricky situation or make him pass it back (a quick tap on fire) to take all the glory. It's this essential co-operation that can result in some neat passing shots, eluding your opponents, and nabbing well-needed points. Animation is ample with the teams carrying out all sorts of shots and slam dunks even though the graphics are a little pork scratching-esque in places. In terms of accuracy *Championship Basketball* gets full marks — it has all the rules and penalties found in the real game, timeouts, fouls, free throws — the lot. Even if the sport doesn't really appeal to you, this will at least make you think twice... okay so it won't even make you think once but there's several laughs to be had on the way — and it's a lot less expensive than a pair of those inflatable trainers...

77%

JUDO UCHI MATA

Out of all the martial arts I've tried I found Judo to be worst. Not being able to punch, kick or throw tables at your opponent was a distinct disadvantage and on top of that, I got chilblains.

An Uchi Mata is a specific Judo throw in which you hurl someone over your shoulder; a difficult move to pull off, but one that impresses the judges no end. The animation when felling someone is really impressive. The big sprites are flung into the air before crashing to ground with a gasping thud; gratifying just ain't the appropriate word. Each manoeuvre requires a certain joystick combination and although this can tire your arm, it's so satisfying when a complex throw is executed. Also, not all the fancy flings are described on the inlay so there's even room for some trial and error in finding them out.

The one player game has you progressing through the various ranks of belt, trying to achieve the illustrious title of Tenth Dan black belt. It may be just a piece of material, but it's a martial artists ticket to harmony, enlightenment, and the knack of calming down Big Jim when you spill his pint and accidently canoodle with his wife down the local. Reaching Tenth Dan is something to be proud of, but what lets down singles competitions is that each opponent looks identical and the backgrounds are remarkably similar, thus creating a slow puncture in your enjoyment. Chuck a friend around though, and it falls under a different shade of light. As two player beat-'em-ups go *Judo Uchi Mata* has a lot to dish out and plenty of arguments can be saved and settled subsequent to it's loading.

It's got an obvious Eighties look although some say it's the judo equivalent of *Way Of The Exploding Fist*. Surprisingly enough, much of todays software can't touch it, and it's the finest in this compilation by far, and a rollicking all round reveller.

84%

randomly displayed in no numerical or alphabetical order, which just about sums up the work put into the presentation. Even if you accumulate a good 70% higher skill, speed and morale than an opposing team you can still be beaten — I was, and five consecutive times at that! If this was the controller's fault in choosing a bad defensive line-up I wouldn't complain, but there are no formations to select, either offensive or defensive! If this is a sequel, I quake in horror to think what the first instalment was like. It's a game I could criticise forever and a day, so I will — rant, snarl, gnash, wrath, foam, vehemence.

9%

CONCLUSION

The utterly atrocious *Grid Iron 2* is still worth loading if only to see how bad some games be. It's given a helping a hand by three ver playable sporters that will frequently have the du shaken from them. Not a tankard of fun but certa beaker of droplets to quench the thirst.

FORCE FACTOR 78%

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POSTMAN
HIT COLLEC

● **Alternative, £6.99**

In a world where feminism is becoming increasingly prominent how has a program as 'mail orientated' as Postman Pat survived? Some of MILES 'NEW MAN' GUTTERY'S best friends are women, and his laundry's never been so clean!

Yorkshires most famous deliverer of letters has starred in three parcel—pounding computer games to date. He's never, however, been swimming. Makes you think doesn't it?

(Miles, wipe the rabid foam off your mouth and get on with the review — Ed)

POSTMAN PAT

Pat's first outing in computer land is set (as you might expect) in Greendale. The village is surrounded by a maze of narrow country roads which Pat must negotiate in his famous red van. Making a map is a wise first move — otherwise he winds up getting lost and going around in circles. Letters and parcels are collected from the post office where the postmaster instructs him which packages are to go where. Of course life as a postie in Greendale isn't just a matter of delivering letters to the correct addresses. The residents all have problems which Pat needs to solve if he's to retain his popularity. Peter Fogg's sheep have escaped and are eating Ted Glenn's flowers. Instead of doing it himself the lazy swine sends the ever-gullible Pat to go and round them up. If that wasn't stressful enough, spare a thought for poor Mrs Hubbard. Being so old and frail she's not able to get to the doctors to pick up her prescription — no prizes for guessing who gets the job...

Youngsters ought to get some satisfaction from completing the various tasks, athough there are too few of these for lasting appeal. And where in blazes is that darn black and white cat?

66%

● Go on Pat! Knock that cyclist off his bike and get double points. And don't forget that there's bonus points if he's wearing glasses!

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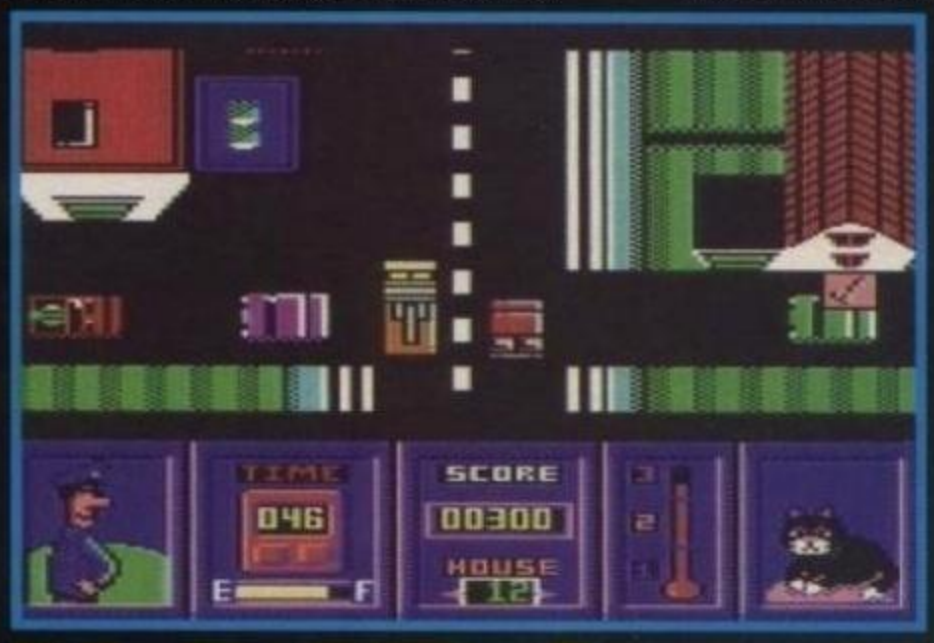
PAT
TION

POSTMAN PAT 3

Postman Pat 3 is a straight *Paperboy* clone with the van (viewed from above) travelling along a vertically scrolling road. Now with Greendale criss-crossed with busy highways, anticipating danger is way too difficult due to the narrow playing area. Not so much geared to younger gamer's as the other two, this is a basic, second-rate, arcade bash with little to excite or set the pulse racing.

The only conclusion I can draw is that the cat is dead.

52%



POSTMAN PAT 2

Nightmare! Pat's van has broken down, so he's got to do his rounds on foot. Since the first game, Greendale has become a throbbing metropolis with over 30 houses and various other buildings to visit. Luckily Sam the grocer is also doing his rounds and is happy to give Pat a lift if they meet. The biggest hazard are the chickens which roam freely through the streets. They like nothing better than nicking Pat's letters and hiding them.

Walking around is thirsty work and tea is all that keeps him going. A tea meter at the side of the screen shows how much energy is left — and if you allow this to get too low Pat will go home and hang up his sack for the day, ending the game. However, objects found lying about can be given to various troubled residents who will (in return) give the intrepid postman a cup of tea, replenishing his energy. Some of the items he finds on his travels will be broken — his only hope is to find Ted the Handyman who will repair them for him...

PP2 is a more challenging game than its predecessor. Being able to use the map (at the bottom of the screen) to plan the best route and avoid chickens is a welcome touch — and one the kids will enjoy. On the negative side, the way your energy runs out unexpectedly is annoying and may put off potential Pat-ettes.

Still no sign of the blasted cat!

75%

● **Mrs Hubbard: Your van's in a right state Pat: I know, Jess dosen't travel at all well**

● **Poor old Pat's always supping tea! Perhaps that's why he has to wear a leg bag!**

JAMES!

● **Actually, I'll admit that I hate the TV show with a passion. I mean, the cat's really manky and Pat himself is a mere reactionary stereotype putting the myth across to children that all postmen are lovable and friendly. It's not true, I can assure you.**

The games, however, are a totally different bag of mail. Aimed more at younger players than arcade veterens (like me!) I've no doubt they'll provide hours of fun for little Jimmy or Lisa. Sadly, most older enthusiasts will find the puzzles a little easy to complete; as a result, I can confindently say this three-game pack will find a nice shelf to gather dust on thereafter.

For kids, the first two games are perfect but I really don't like *Pat 3*. I mean, what where they thinking of? As well as it being a particularly tenuous link with the subject matter, it's also a little pooey. Basically.

70%

Two reasonable tie-ins and one blatant cash-in, making this is a fair package which enthusiasts of the series should enjoy. I'll conclude with a joke.

Q - What did the man say when he trod in the mail-mans droppings?

A - 'Oops, I've stepped in a postman pat!'. Boom boom.

FORCE FACTOR 69%

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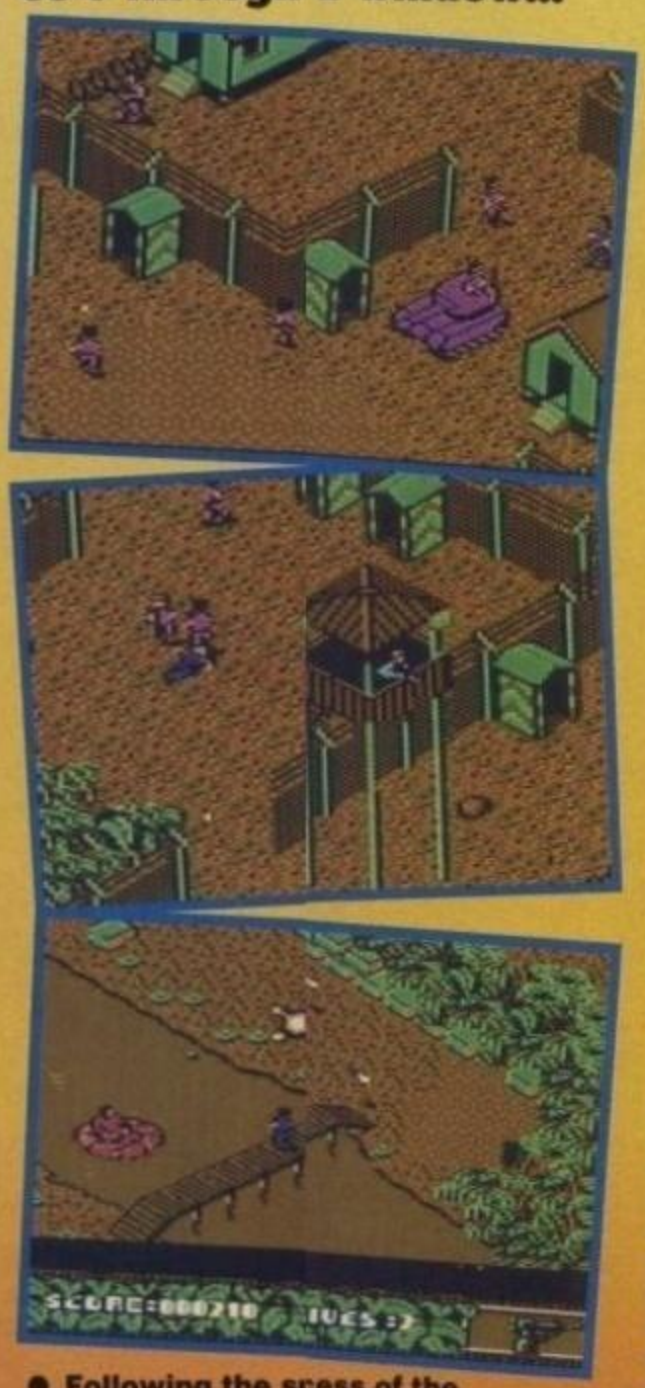
ARNIE 2

● Zeppelin, £3.99 Cassette

Special weapons in computer games? More often than not, they lack the explosive nature of the items they're attempting to imitate. JAMES 'CHEAP IMITATION' PRICE screams 'NUKE' and throws the C64 through a window...



● Following the scess of the infamous 'outing', nie started a leaflet campain to overcœ his enemies.

Superheros eh? But have any of you found their heroic stories even remotely realistic? If I were in some of their situations, I'd punch the guy on the left, mule-kick the guy on the right and be over the green hills and far away before you could say 'the cold war's over'. Cowardice may not make for enthralling cinema (or good camp-fire tales) but I'd rather that than be shot in the bottom several times. Could the latest Zeppelin offering provide a safe alternative?

After being greeted by a particularly well-drawn loading screen, and having played (and enjoyed) the original *Arnie*, I had high hopes for this potentially groovy piece of software. While it borrows heavily from other games of the genre (such as *Rambo* and *Who Dares Wins*) I figured that playability is far more important in the long term — originality these days usually means a dodgy and unaccesable game.

As you'd imagine, the gameplay is nothing particularly new or innovative. Wandering around the isometric areas, you have to pick off assorted soldiers while avoiding return fire. Extra weapons can be collected by shooting particular enemies; these are activated by tapping the space bar but have a limited amount of ammunition. Once it's supply has finally dwindled, you revert back to your initial pistol.

There's very little plot to introduce the action; suffice to say you're the usual psychotic hero (of sorts) with a big gun and a mean attitude to anything resembling an opponent. With two tough missions to undertake and a host of assailants to dispose of, what more could any trigger-happy gamesplayer hope for?

Fell to the Flaw...

Sadly, the answer is a little more than *Arnie 2* can offer. Once you've started the game, it becomes blatantly apparent that there's very little on offer here. For a start, the collision detection and perspective are utterly awful. While the graphics look good in a screenshot, the 3D display is ruined by the fact that you can't walk behind objects despite the fact that they're supposed to be several feet above your head. As you can imagine, this is a little disconcerting and ruins the general 'feel' of the game. Secondly, your opponents wander around randomly in an utterly clueless fashion, shooting occasionally before strolling off the screen (and back to the pub, I'd imagine). Couple this with insipid extra weapons and you've got a game that would make any passing dog put his paws over his eyes and whimper.

JAMES! 52%

CHRIS!

● The forced perspective viewpoint should work but for some reason it handles very badly. Come across an upright control tower and Arnie refuses to walk past as if it's laid on the ground; a poor ingredient that could easily have been avoided with a bit more thought. Actually shooting the enemies is very tricky, as figuring out precisely where they're standing and positioning your gun accordingly is a vapid chore — it's a lot less hassle to steer clear of the baddies altogether, missing the essence of what a good combat game should entail. The graphics are first-rate stuff — especially the glistening mud pools — so it's quite disheartening to think what a top-notch product it could have been. Churning out a sequel is a risky tightrope to cross and *Arnie 2* shows all to well that original games should be left untampered.

61%

GALE WARNING

PRESENTATION
EXCELLENT LOADING SCREEN
73%

GRAPHICS
PARTICULARLY GOOD (UNTIL THEY MOVE...)
75%

SOUND
ATMOSPHERIC AND LOUD
76%

HOOKABILITY
TRIGGER HAPPINESS IS SAFETY CATCHED
45%

LASTABILITY
A DUD, BLANK BULLET
45%

FORCE FACTOR 57%

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● Cor, I can see down your trunks from here!

● This three-legged wrestling thing'll never catch o

WWF WRESTLEMANIA

● The Hit Squad, £3.99 Cassette

Be it full-price, budget or on compilation, wrestling games have laid siege to COMMODORE FORCE like never before. CHRIS 'RECURRING INJURY' HAYWARD enters the ring yet again...

Oh no please, not another wrestling game. I've used up all my gags about tights, make-up and hairy chests already. Surely it's not necessary to go over the same mundane rules and poke fun at the ridiculous names these guys use is it? — It is? Right, if that's the way it's gonna be, let a cloak of apathy shroud my soul.

The WWF is home to two kinds of wrestlers; those that get paid thousands and have all the fame and those that get paid a pittance to be pulverised by the famous ones. It's hardly fair, but in the popular wrestling encampment, the bigger your biceps the better chance there is of gaining the gold.

Reaching the top rung of the canvas padded ladder is an arduous task. Apart from denying all involvement with steroids, many gruelling hours must be spent in the gym.

There's no messing around with *WWF Wrestlemania* though, the action begins at the pinnacle of your career. The days training is over, contracts are signed, the only option left is to get in the ring and prove you're a man (though plain fighting would be a lot less embarrassing). You start off by selecting one of three 'superstars'. There's Hulk Hogan, the Ultimate Warrior and British Bulldog — and for the record two of these have now left the federation (snigger). Singles play has you battling against five other wrestlers while the two player mode enables head-to-head competition.

Lumpy Deltoids

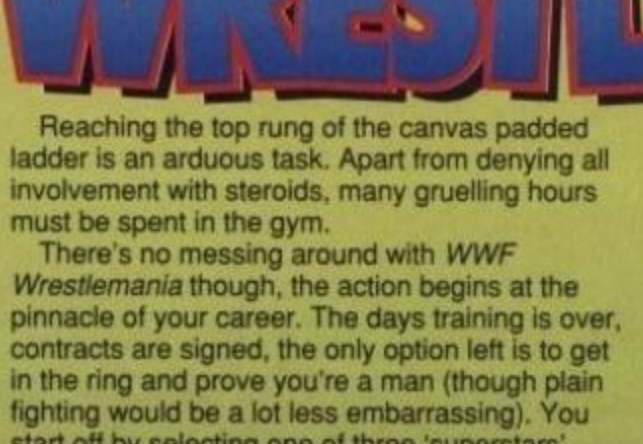
There are several moves available depending on the position of the wrestler. Charge about the ring and you can execute a flying kick, whilst a good solid punch can be delivered when standing still. The two brutes can lock up and this is where a sturdy amount of joystick waggling comes in, whoever reaches the top of the 'waggle meter' first will carry out the characters special move.

The problem with *WWF* is that all the wrestlers are virtually identical, the only difference being their appearance and special move, there's little scope for discovery. If only a wrestling game could be produced minus any joystick waggling. To be fair, it works to a certain degree but when your wrists cry out for mercy the reseting temptation grows ever stronger. On the other hand, the graphics are nice and big and even their chunkiness does not restrict the respectable speed, though the background scenery is a shame — there isn't any!

Before a match commences you get to partake in a pre-fight insult stage. In this, you select several abusive phrases to sling at your aggressor. It's totally pointless but captures the abrasive talk of the televised tantrum throwers. If only you could type in your own verbal slaggings — just imagine!

For a two player bout *European Rampage* has lots more to offer than this, but the sequel has sadly bungled the singles competitions. In this instance, the one-player fights are less repetitive allowing for a much more gratifying tournament, but with only five opponents it's a pity there isn't an inclusion of a league or special match to prolong the life span. Die-hard wrestling fans will appreciate *WWF Wrestlemania* to a certain extent, but if you're not so keen, give it a miss.

CHRIS! 73%



● Wrestling screenshots and filthy captions go hand in hand. Don't complain, it's only tongue-in-cheek.

MILES!

● For the past two months we haven't seen the office C64s 'cos they've been buried under a mountain of wrestling games. *WWF Wrestlemania* has been released and re-released so many times on various compilations it's getting difficult to find new things to say about it. The large, though slightly blocky sprites do their job well enough with passable animation. Speedwise the game ain't exactly frenetic but at least there's time to plan your next move instead of just pounding the fire button. The two-player mode is the games strongest point but long sessions are impossible due to the hefty waggling content. Its sequel, *European Rampage*, has a more satisfying head-to-head but if you're a loner, *WWF* will prove more enthralling.

70%

GALE WARNING

■ PRESENTATION ■ UPLIFTING INTRO AND INSULT STAGE — 77%

■ GRAPHICS ■ SPEED MAKES UP FOR THE BLOCKINESS — 75%

■ SOUND ■ MUFFLED THUDS, AVERAGE INTRO TUNE — 74%

■ HOOKABILITY ■ EASY TO GET INTO PUMMELING ACTION — 75%

■ LASTABILITY ■ JUST NOT ENOUGH TO LAST — 69%

FORCE FACTOR 72%

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THE SIMPSONS

BART Vs THE SPACE MUTANTS

● Hit Squad
£3.99 Cassette

Can a game starring a rude dweeb, who's thicker than Dan Quayle and yellower than the Italian army, really be fun? IAN 'XENOPHOBIC' OSBOURNE prepares to be alienated...

On the outskirts of Springfield lives a little yellow kid with a perpetual grin and a Johnny Rotten hairdo. Though he uses stupid street slang and is disrespectful to his parents, Bart Simpson is no ordinary all-American dude — well actually he is, but for the purpose of the game we've to assume he can save Earth. A gang of inter-galactic mutants are planning to take over the world and, disguised as humans, they aim to build a super-weapon and hold humanity to ransom. You, as Bart, must stop them gathering the essential components over five levels of non-stop arcade-adventture action, with a distinct platform bent.

Level one has the aliens stealiing anything purple, so it's up to Bart (and a handy spray-can) to change all that's mauve. Further levels are just as curious — hats, (still on their owner's heads) require collecting, balloons need bursting (what sort of super-weapon is this?) and exit signs need to be swiped. The trickiest (and most dangerous) task is on level five in which, working with the other Simpsons, Bart must return stray nuclear power rods to a reactor.

Thankfully, there's more to *The Simpsons* than just collecting clutter. While wearing the X-ray specs, any aliens disguised as humans are shown in their true colours. These un-friendly deviants can be disposed of by simply jumping on their heads. Such felled foes leave behind coins, which can be spent in Springfield's many shops. Cherry bombs, rockets and magnets are just some of the other vital equipment available. But vital for what? Well, that's the arcade-adventury bit so I'm not telling, but rest assured if you don't put your thinking cap on you'll never get hold of that last purple object, hat, balloon, etc.

● (ahem) Oh purple bird, annointy nointy, a big yellow statue, a pointty pointy...

Who's Barted?

The Simpsons is a fine game. The graphics are outstanding, with a small but perfectly formed Bart set against interactive colour backdrops. The leaping and alien dodging is by no means easy, but the collision detection is spot on — so if you come to grief you've only yourself to blame.

Although most of the puzzles are object-based (eg bomb the cage to release the purple bird) the necessary items are easily bought, so the 'fail once and restart' trap is avoided. However, it's possible to run out of dosh and find yourself unable to buy a particular item — big spenders beware. This 'shop full of goodies' approach fits the more arcadey gamestyle far better than the 'find the right object' path trod by, say, *Dizzy*. Needless to say the levels are multiloaded, a facet that wouldn't be anywhere near as annoying if the programmers had included a password system. After completing a level, having to plough through it again every time y play is extremely annoying. This is a very seriou omission, and costs the game a HURRICANE

Moaning aside, *The Simpsons — Bart Vs The Space Mutants* is a fun game and a worthy purchase at four quid. If medium-paced platformers with a little thinking involved are for you, then you can't go far wrong.

IAN! 80%

JAMES!

● The dude with the jaundice is back! Bart Simpson — cynic, hero and all round yellow person makes his first ever appearance on a C64 budget label. Should he have bothered though? The answer is both yes AND no. While his platform frolics make for initially high entertainment, it's just a little too difficult to get further than the first few levels. Hence the fact that if I get hold of the spiky-haired so-and-so, I'll cheerfully throttle him.

Seriously, *The Simpsons* is a game for hardened joystick jugglers only. While the graphics, sound and presentation may be of a high standard, the level of infuriation is just too much for a game of this ilk. Try before you buy...

70%

GALE WARNING

■ PRESENTATION ■ A PASSWORD SYSTEM IS SORELY MISSED — 70%

■ GRAPHICS ■ EXCELLENT SPRITES, COLOURFUL BACKGROUNDS — 85%

■ SOUND ■ FAIR IN-GAME SOUND FX AND A SPIFFY TITLE TUNE — 76%

■ HOOKABILITY ■ INSTANTLY ADDICTIVE ARCADE ACTION — 87%

■ LASTABILITY ■ FAMILIARITY WITH EARLY LEVELS BREEDS CONTEMPT — 72%

FORCE FACTOR 75%

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It's not at all surprising to see Streetfighter 2 still ruling the roost. But how many copies sold on hype alone? A good few we'll bet. Not only that but it's little brother is still at number 2. Why?

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BASH YER BRAINS

Welcome again to the carnivorous caverns of wisdom. I've had a terrible time recently as word has got around that my cave is now 'open house' to all and sundry. Trolls, elves and dwarfs have all popped their heads in. I don't know what they wanted — but I dispatched them (minus their heads) before they got a chance to explain. Gnomes aren't so bad; at least they throw knives at you to herald their arrival. That way you don't find yourself caught in an embarrassing situation — there isn't much privacy in a cave after all. Another visitor journeyed into the caves this month and it was a good job I didn't mistake him for a troll — it turned out to be our very own Tony Collins from The Guild! He explained that the Commodore range of adventures is forever expanding, especially with the addition of a Public Domain Library. By Crom, he's churning out new adventures at a rate of knots — I'm finding it difficult to keep up with him these days!

SPECIAL OFFER COUPON

■ Yet another fantastic offer from *The Guild*. Tony Collins is offering FOUR excellent adventures in a special pack containing *Bored Of The Rings*, *Arnold The Adventurer*, *Bugsy* and *Very Big Cave Adventure*, two of which are hilarious spoofs — but all lots of fun. Usually, these would set you back £13, but with this fantastic coupon you can obtain all four at a paltry £10 fee (Please state tape or disk when ordering).

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Take the Darkest Road, find the Black Wanderer, cast the Silent Song and send him back to the festering [illegible] that spewed him forth — so flows this engrossin[illegible] text only Clive Wilson adventure. The locations are extremely descriptive, setting the atmosphe[illegible] for an absorbing tale remeniscent of Terry Broc[illegible] *Shannara* stories. Exploring the land steeped in ancient lore is very absorbing, with plenty of problems to solve. There are many characters, [illegible] sorts of animals (one of which will prove a-MAZ[illegible] ingly useful) and it's advisable to study all items more than once. Some situations are real head-scratchers — the Changling encounter is a real stinker — and took me ages to figure out. The adventure can be gorey at times but, as you've probably guessed, I like that. It's been a firm favourite on other formats and now Commodore adventurers can wade into it's delights. You'll be fool if you don't...

FORCE FACTOR 79%

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BASHING FOR BEGINNERS #3

One thing that sends a shiver of dread along the spines of most adventurers is the word MAZE! Personally, I like 'em. Many an hour can be spent working through never ending passages and I get quite a kick out of it. However, it's useful to have a basic understanding of them, and constructing a map can help. So, if finding the light at the end of the tunnel is proving too difficult, follow this guide.

You'll know you're in a maze when the same locations are described over and over again. It can be anything from 'You are in thick forest' to 'You are in a maze of twisty passages all alike.' The first thing to do is study these descriptions carefully. In the past I've come across text which reads, 'You are in a maze of dark, dusty tunnels.' Moving on I noticed it read 'You are in a maze of dusty, dark tunnels'. Notice the subtle differences? The changes can be in the punctuation and, no matter how small, can half mapping problems. Inevitably, you'll come accross a complex situation with identical descriptions; this is where a little strategy comes into play.

When in such a labryrinth, retreat back in the opposite direction to see if the way out is the same — it probably, and hopefully, is. Before progressing any further make sure you SAVE your position. Find as many objects as possible, enter the maze and draw a box on your map to indicate the first location. Mark down all the exits available and drop an item. Type LOOK to be told something like 'You are in a complex maze. You can also see: AN AXE'. There you are, an indentical location has been marked differently from the rest. If an exit North reveals that an axe is still present it's obvious the passage doubles back upon itself — mark it accordingly. Keep trying different outlets until you come across another empty room. Drop an object, carry on marking the map and you'll know your way about in no time.

Of course, if the programmer has decided to out-think you (s)he could create what's refered to as a 'drop-loose' maze, *Morden's Quest* being a classic example. In that game, if you drop an object in the catacombs you're confronted by a message saying 'The Axe vanishes into the thick dust covering the floor and is lost'. Don't despa your adventure gives a similar response — it ju takes a lot longer and a great deal more patien to map!

Other confusing corridors include 'The Roya Puzzle' in *Zork III*, where you have to push wal to create your own exit. However, if you move too far it becomes impossible to get it back to i original position — obviously, the program trys fool you into thinking the rooms are completly enclosed. To solve this I simply discovered ho far the walls could be pushed and drew a large grid. Then, by placing bottle tops on the paper finally solved the problem and discovered a we needed ladder.

HOPPING MAD

The most devious mazes seem to come fro the *Infocom* games. *Leather Goddesses Of Phobos* was a devil to do — it took me three d to figure out! You had to clap your hands, hop and down and say 'Kweepa' all after a set amo of moves. The solution went something like N W, E, SW, CLAP, S, HOP, SAY 'KWEEPA', etc... with my lamp getting dimmer and dimm by the second. I used to think getting my loincloth clean was difficult, but *Goddesses* really takes the buscuit!

Zork 1 would've been easy to map if it weren't for the presence of the dastardly Th Crom, how I hated him. I was happily droppi objects and mapping away when a voice fro another location said "Oh look, here's a lov knife, I wonder who dropped that here, I thin I'll take it.' This, of course, was a variation o the Drop-Loose formula and very frustrating

Black Knight is slightly different as it has TWO mazes! Every wrong direction transpo you to a completely different area with only way out — back to the start!

Mazes aren't put in just to pad out or slow d a game. They are fascinating puzzles and solving them can be a rewarding experience Next time you happen upon one don't groan give up — look on it as an interesting challenge.

CHAIN MAIL

I had a letter on disisk this month from Isaac Hudson-Gool of Eltham, London, packed with tips and several questions. Firstly, Isaac wants to know if I actually plan to write any adventures. Well, I've been considering the idea for some time — the only problem is finding time to get started! Maybe your enquiry is just the motivation I need. In response to your other question Isaac, a good adventure writing utility for the Commodore is **The Graphic Adventure Creator**. This has been included on the PD list from *The Guild* and should cost a meagre £1.

Do I like *Hitchhikerers Guide To The Galaxy*? Well yes, apart from the fact that the game lied to me throughout! If you're having problems getting hold of a copy put an advert in the *In Touch* section of *Adventure Probe* magazine and you'll hopefully get one. Isaac also asks what my favourite game is. I've quite a few actually but some of the best include: *Lords Of Time*, *Zork Zero*, *Lurking Horror*, *Hollywood Hijinks*, *Cutthroats* and *Mordens Quest*. As for the address you requested you can contact Special Reserve at PO Box 847, Harlow, CM21 9PH.

Finally, Isaac wants help with **Frankenstein** as he always gets savaged by a monster upstairs. Well, you really need to get the beast to start chasing you, then use the command JUMP OVER GALLERY. You land safely but the monster falls. Now go WEST, DOWN and EAST to see it awaking! AIM GUN AT MONSTER and FIRE GUN to finish the job.

Corya the Warrior-Sage is also giving Issac a few problems, as the secret passage in the rock is proving impossible to reach. You need a special word to gain entrance so follow the natives inside and you'll hear the leader say AJARE. If you can't figure it out from that, then I've no sympathy for you but don't be too hasty in entering CAST SHIELD AT ME before venturing further!

With Isaac's fact filled envelope came these following tips:

Frankenstein: Hit the anvil twice with the hammer. Ask the Blacksmith for work.

Dead End: Ask Inky for Eddy's address.

Danger — Adventurer at Work: Lead Bull to China Shoppe.

Corya the Warrior-Sage: Cast Cherish at Mob. Examine hall door whilst outside.

Michael Hoeller sent in some tips for **Curse Of The Azure Bonds**, he says it's always best to modify characters to their best ability; all 18's. This way you have a better chance of surviving. Dividing weapons up amongst the party is also a good idea. Remove the armed character from the party, add him again and give another party member the equipment. Erase him on another side of your save disk (not the side you removed him on), and repeat the process again.

CONTACT POINT

The Guild,
760 Tyburn Road,
Erdington,
Birmingham,
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■ Cheques payable to Glenda Collin

So with another glutton of mail answered I'm of to bury my broadsword in those who mock my loincloth. Farewell, and may you forever wande in gizzards and innards.

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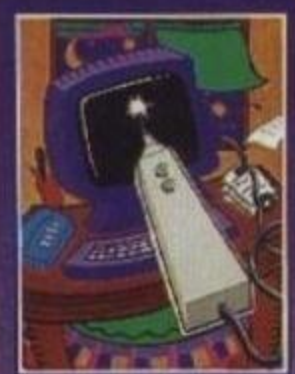

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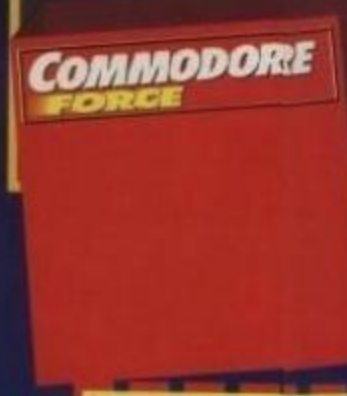

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